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KING'S QUEST® 4

The Perils of Rosella

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CHARACTERS YOU MAY NOT
HAVE ENCOUNTERED

THE PERFECT GAME ACCESSORY



000001100

KING'S QUEST® 4

The Perils of Rosella

HINT BOOK



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Introduction

I sincerely welcome you to *King's Quest IV: The Perils of Rosella*.

King's Quest IV continues the story of the King Graham family who live in the Kingdom of Daventry. In this particular saga, Princess Rosella, King Graham's daughter, is thrust into a desperate attempt to save her father's life by obtaining a magic fruit which grows in a strange land far from Daventry.

It is not necessary to have solved *King's Quest I*, *King's Quest II*, *King's Quest III*, to be able to play or enjoy *King's Quest IV*. So put on your adventurer's hat and travel along with Rosella as she follows her heart, develops her courage, makes friends, and outwits her foes!

King's Quest IV is a timed game with a full day and night cycle. Rosella has 24 hours to complete her quest in the land of Tamir, but *you* have only six hours. Therefore, be very observant, and save your game *often*. Once you've got the hang of the game, you'll discover that the six hours of playtime is more than adequate.

To play an adventure game is to enter a world of fantasy where *you* are the main character. You will be Rosella. You will guide her. You will think for her. Unfortunately if you are not careful, you will die with her. As Rosella, throughout your quest, you will encounter obstacles and puzzles designed to thwart you. Many times you may feel that all you need is a little hint in the right direction to get going again. Other times a puzzle may have you so confounded that you require the answer! Hopefully, if you're stumped, this hint book will put you back on track again.

How to use a hint book

If you feel you're stuck, look for a question that most resembles your problem. The hints usually progress, from top to bottom, from a mere hint or "nudge" to an outright answer to the problem. To uncover an answer to a question, simply place the red window card over the page. Seemingly by magic the answer will appear! I feel it's best to solve adventure games without looking at too many answers. At first, try to get by on just a small hint. *Only* if you're *really* stumped should you go for the answers.

How *not* to use a hint book

I have *not* created this book with the intention that you should sit down and read it through before playing the game. Rather, the opposite is true. I would feel most proud to have you use this book as little as possible. That would show great integrity and perseverance on your part. If you must have help, read only those hints pertaining to your particular problem. To be a bit sneaky, though, I've included some fake hints to throw you off the path. If you see a question regarding a magic ring, don't necessarily assume that a magic ring even exists in this game!

If you've finished *King's Quest IV*

If you've "won" the game and your score was not the maximum (230), I'm sure that we can entice you to play again to better your score. If you did not receive the maximum score, there are things you did not do or see. Start the game over from the beginning. Be more observant. Try to "get" everything you can. In some situations, try doing things differently than you did before.

I've included a section toward the end of this book called "After the End of the Game." Do *not* read this section unless you feel you've tried everything and cannot seem to obtain the maximum score of 230. This section will tell you which items you might not have found, things you might not have done, or alternate ways of doing things. Again, do *not* treat this section lightly. To see it too soon could ruin the game for you.

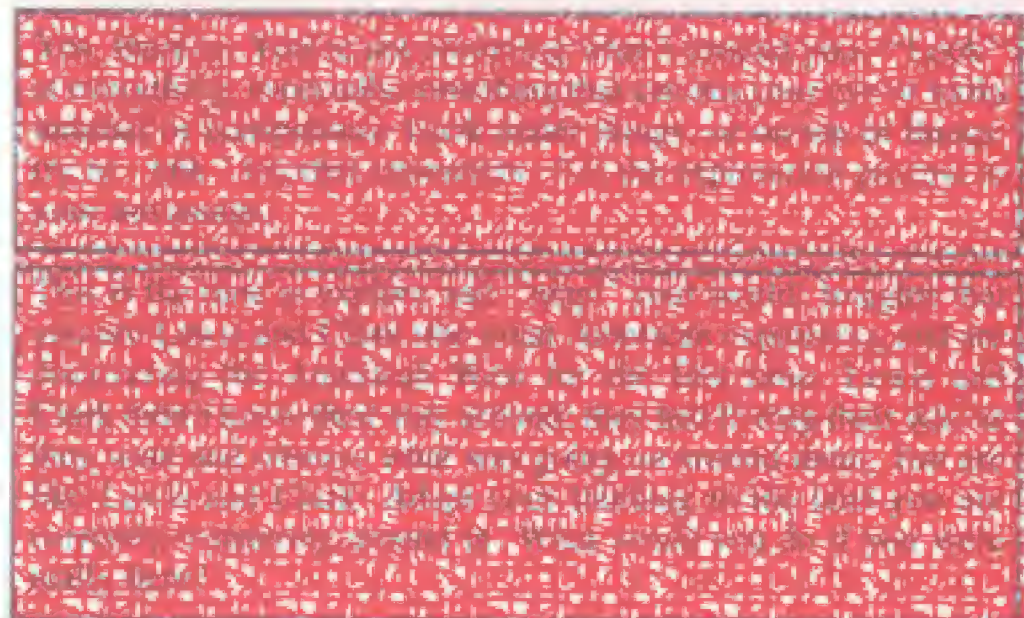
If you have enjoyed this game, I'm sure that you will like our other animated adventure games: *King's Quest IV's* predecessors - *King's Quest I, II, III*; *The Black Cauldron*; *Space Quest I, II, III*; *Police Quest I and II*; *Leisure Suit Larry: In the Land of the Lounge Lizards* and *Leisure Suit Larry: Looking for Love in Several Wrong Places*; *Gold Rush!*; *Manhunter*; and last but not least, *Mixed-up Mother Goose* for the little ones.

Good luck on your adventure, and I truly hope you enjoy *King's Quest IV*!

Roberta Williams

General Questions

All I do is wander around! There must be more to an adventure game than this!



This game is too fast! This game is too slow!

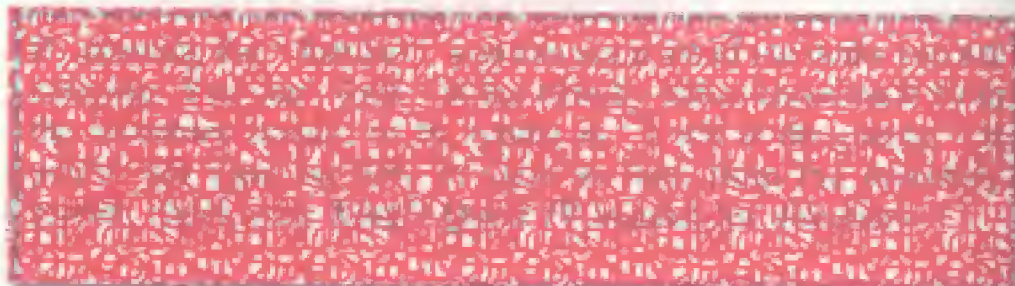


Yes, there is. You're not *observing* what's around you. "Look" at everything, especially something that catches your eye or looks unusual or conspicuous. Look under things, or on top of things; try to "talk" to other characters. Use the exploration process to your advantage.

This is the time to explore and "map" your world. Imagine that you are Lewis and Clark (the great American explorers), and are discovering the American West for the first time. Lewis and Clark didn't know their way around; they had to map their way as they went and *observe* what was going on around them. You are like Lewis and Clark. Adapt your thinking to the land you are currently wandering around in. What *would* you do if you were really here?

Most of Sierra's animated adventure games have the capability to speed up or slow down. Look at the menus and choose "Speed." The "Speed" option will help you set a comfortable "traveling" speed. However, sometimes it is helpful to be able to "slow down" or "speed up" in some game situations.

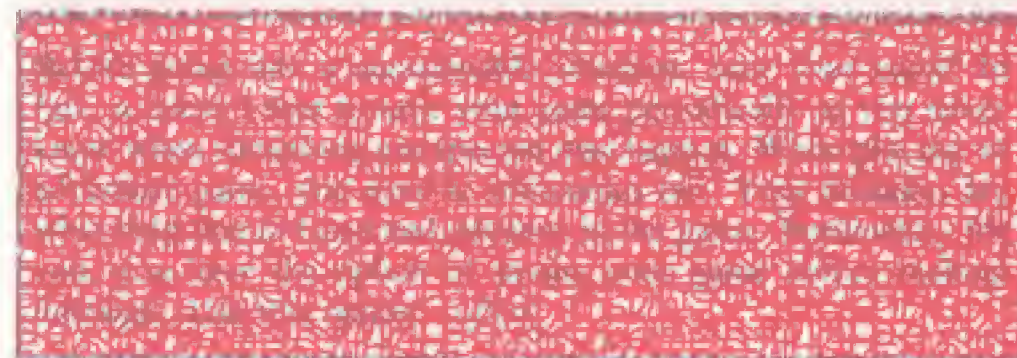
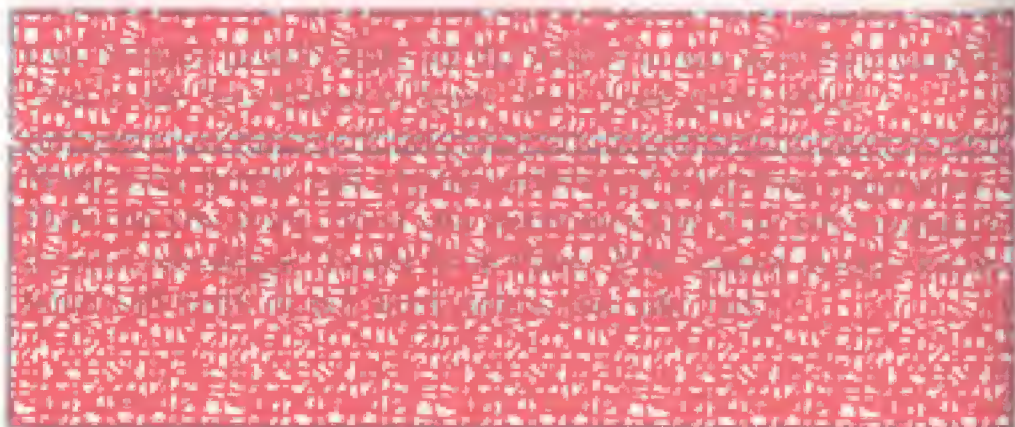
How do I "see" the items I'm carrying?



How do I "drop" items?



Am I the only one who keeps failing in my quest? I'm tired of starting all over again from the beginning of the game. What am I doing wrong?

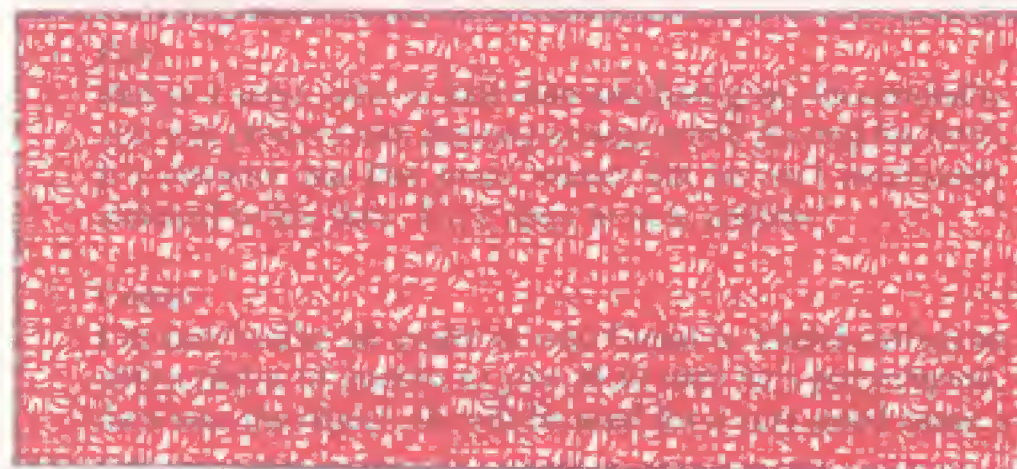


Where does your character put all that stuff she's carrying?



West Tarnir

Characters you may encounter here:



By pressing the "Tab key" you can see a list of the items you are carrying. You can "look" at the item by either choosing it from the inventory screen, or by typing in "Look at the item." If you're not clear on how to view an item from the inventory screen, check your *King's Quest IV* manual for directions.

Once you acquire an object, it's not necessary to "drop" or "let go" of it; you never know when you may need it. However, items may "go away" as you use them up, or give them away.

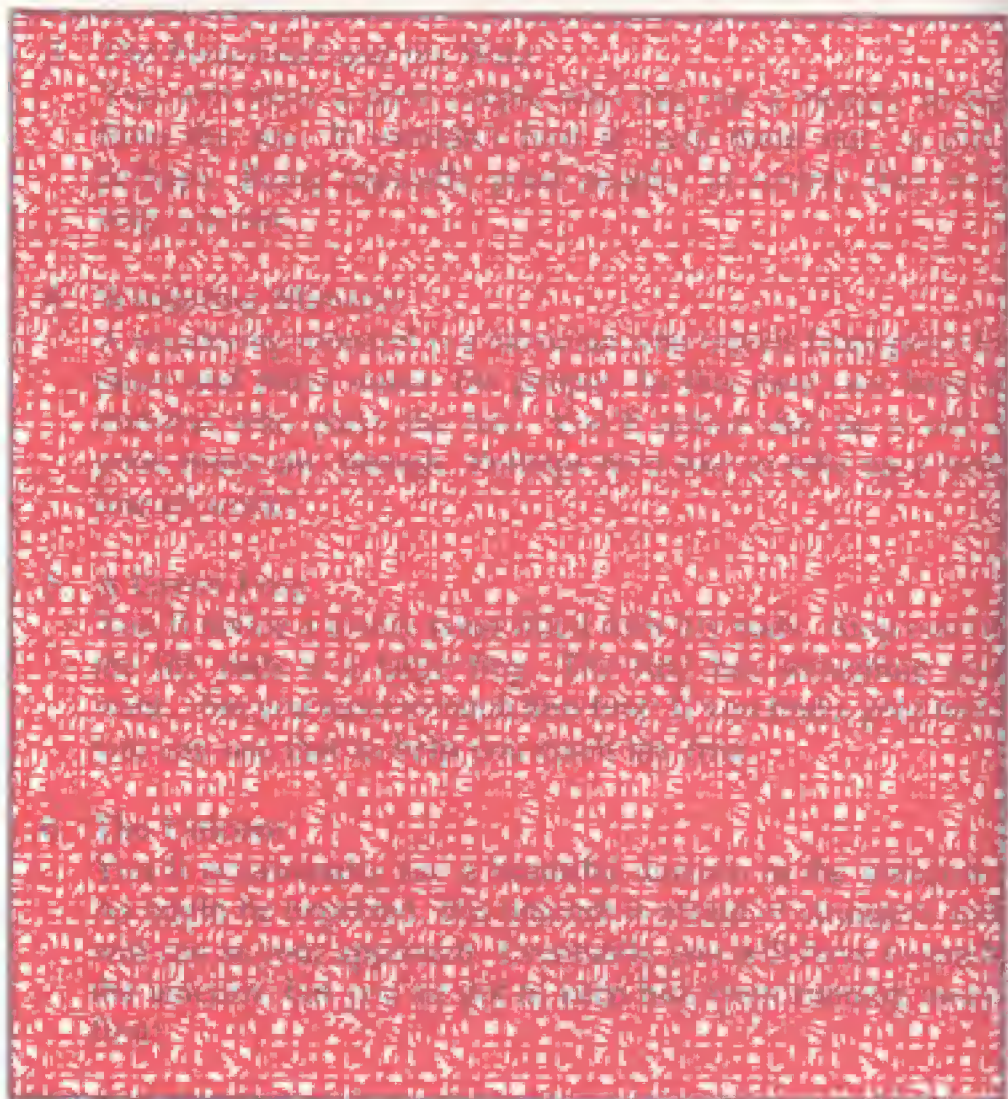
One mistake people make all the time is to not *save their games!* That is the first lesson to learn. *Save your game often!*

What some people call a failure others call a learning experience. How can you learn unless you sometimes fail? Use your mistakes to your advantage. Learn from them. You cannot always know what will work or not work unless you take risks.

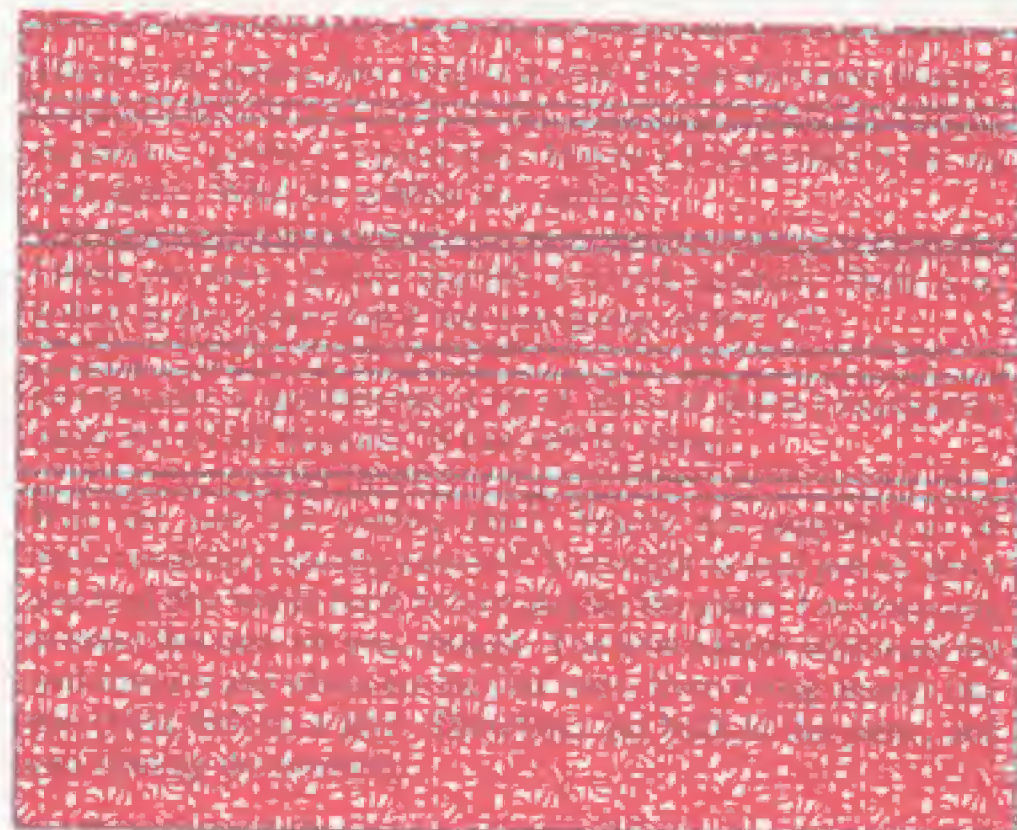
Before going into a questionable situation, *save your game!* In fact, it doesn't hurt to save your game periodically as you never know when something unexpected may happen. While playing an adventure game, you *need* to sometimes fail. Your mistakes are what help you to learn and advance in the game. Fortunately for you, you have the option of saving your game before making mistakes. Use this option *often!*

The same place Clark Kent puts his clothes when he changes into Superman!

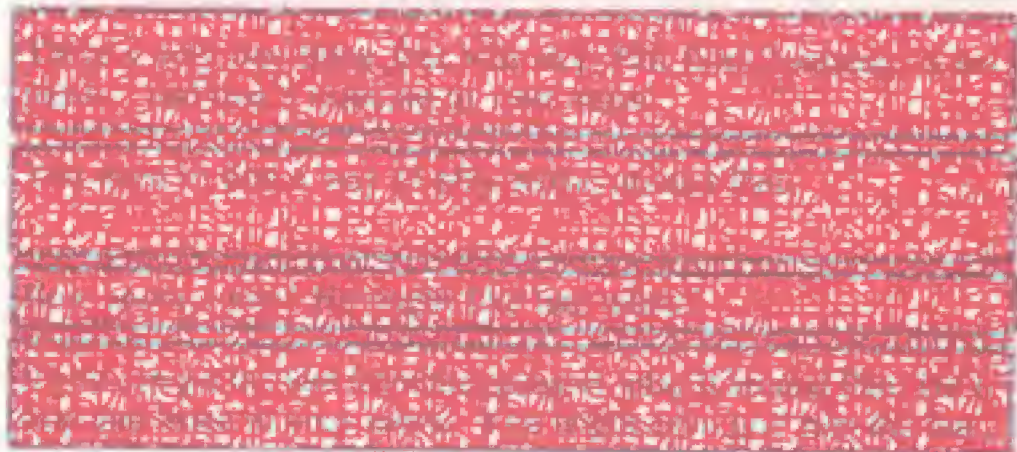
1. Pan
Pan is a satyr, who is half-man and half-goat. Occasionally you will observe him dancing around while playing his flute. It's obvious that Pan loves music, but he isn't necessarily attached to his flute. He's open to new options.
2. Cupid
I'm sure you're all aware of who Cupid is. Cupid carries an object that is of interest to you. Wait until he's preoccupied, then take the object. (It will be used for a very good cause.)



How can I get past the goblin?



How can I get Pan to stop dancing? He won't listen to me!



3. The Fisherman and his Wife

You will meet a poor couple who eke out a meager living from the sea. It wouldn't hurt to help them out...a gift, perhaps. Being basically good people, in return, they will help *you* out.

4. Wandering Minstrel

A wandering minstrel is a musician who travels from place to place and plays music for people. In this case, we have a minstrel who plays the lute. You'll notice that he is not a good musician, though. Perhaps he'd like to take up a new line of work?

5. A Green Frog

You'll notice a lovely pond filled with lily pads. Atop one of the lily pads is a large frog. The frog has something you want...but you have to catch him first! If you find a gold ball, you can use that to help you catch the frog.

6. The Unicorn

You'll occasionally see a beautiful unicorn in the meadow. As might be expected, this unicorn is afraid of strangers and will run at your approach. Eventually you will have to catch the unicorn; but you've got to keep him from running away first!

Goblin? What goblin? Is there a goblin in this game?

There is no goblin, but there is a *trick*! Is that the same thing?

Actually, a goblin is a good idea. Maybe I'll remember it for my next game. What do goblins *do*, anyway?

I think you know by now that this is a trick question. There is no goblin in this game; but I had you going, didn't I?

Just because a question has a lot of answers doesn't necessarily mean it's a real question. It can *still* be phony.

Why are you still *reading* this?! You're not supposed to be indiscriminately reading answers! You might as well just sit down and read this whole book before playing the game. I'm not going to make this easy for you, though. You won't know which are the *real* answers and which are the *fake* ones. Even a long answer like this could well be a fake. Therefore, get back to the game, and quit reading the answers!

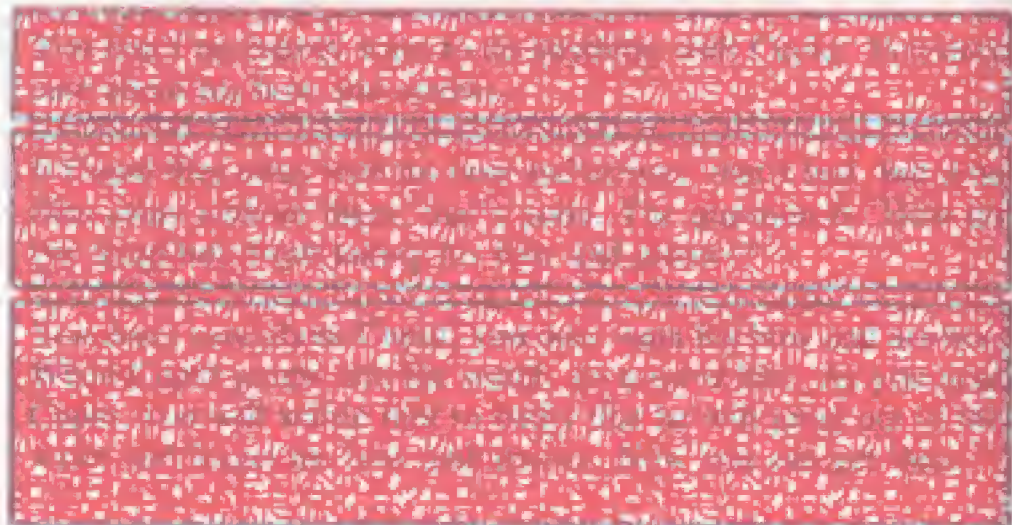
There's only one thing that will stop Pan from listening to his music...and that's listening to *your* music.

You need to find a way to play music around Pan.

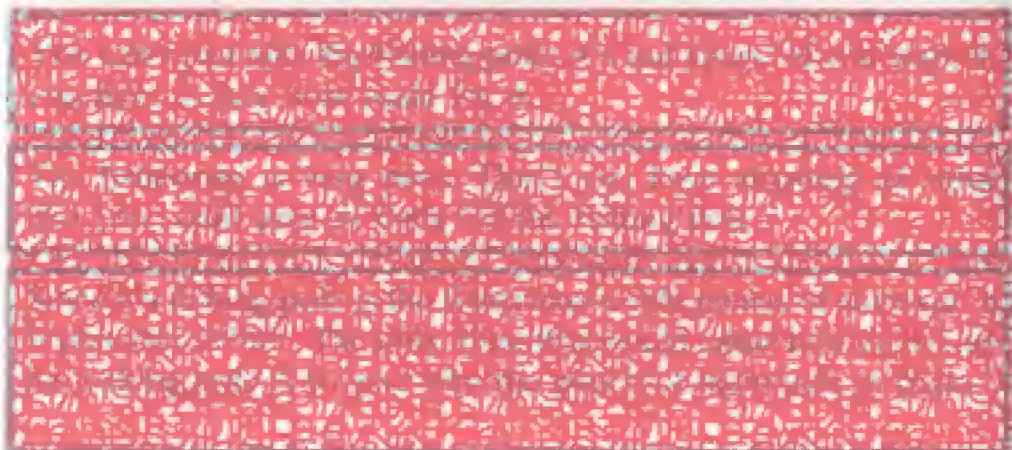
How about a lute? He might like lute music!

If you can get the lute from the minstrel, play it around Pan. He'll stop and listen to your music. You might even give him the lute.

What do I do with Cupid? He keeps flying away!



I want the fisherman's fishing pole, but he won't give it to me!



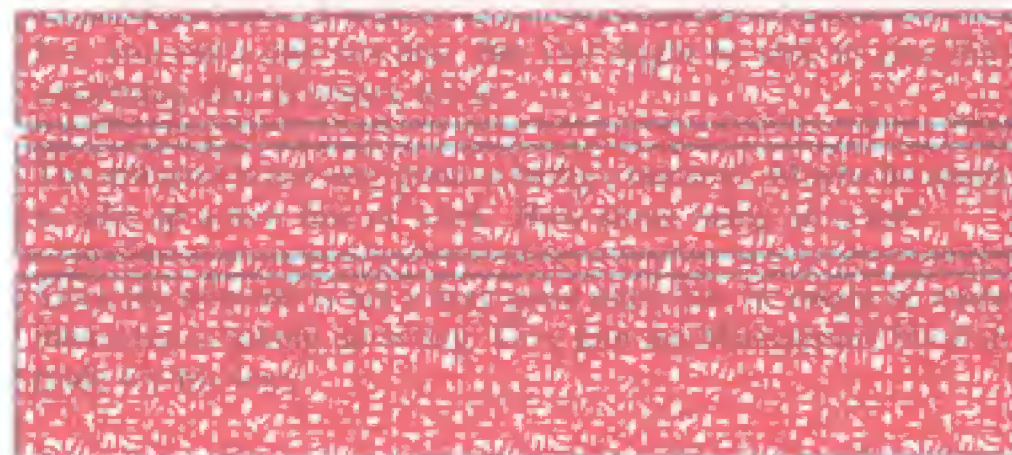
Will the fisherman's wife do anything for me?



Can I catch the sea gull on the pier?



All the minstrel does is play these bad songs for me! Can I take his lute?



What do I do with the magic flowers I found in the meadow?



You don't necessarily want to do anything with Cupid. You only care about his bow and arrows.

If Cupid flies away *with* his bow and arrows, that's bad. But if he flies away *without* them, that's good. The question is: How do you keep him from taking his bow and arrows?

You don't care about Cupid, you only want his bow and arrows. When Cupid jumps into the water, go *toward* him. As you near Cupid, you will startle him so badly that he will jump out of the water and forget his bow and arrows. Now you can get them.

You can't just *take* the fishing pole, it's not yours! If you want it, you have to buy it or trade for it.

The fisherman is very poor. Don't you have anything of value that you could give in trade for the fishing pole?

Since his fishing pole is the fisherman's sole means of survival, it is precious to him. The only thing that would cause him to give up his fishing pole is to give him the pouch of diamonds in trade.

Not really. She's kind of a grouch.

You can give the diamond pouch to either her or her husband, but that's about all.

What do you think you would do with it if you could?

The answer is NO. The sea gull is there for effect only.

No, you can't *take* his lute. But you might be able to give him something else in return for it.

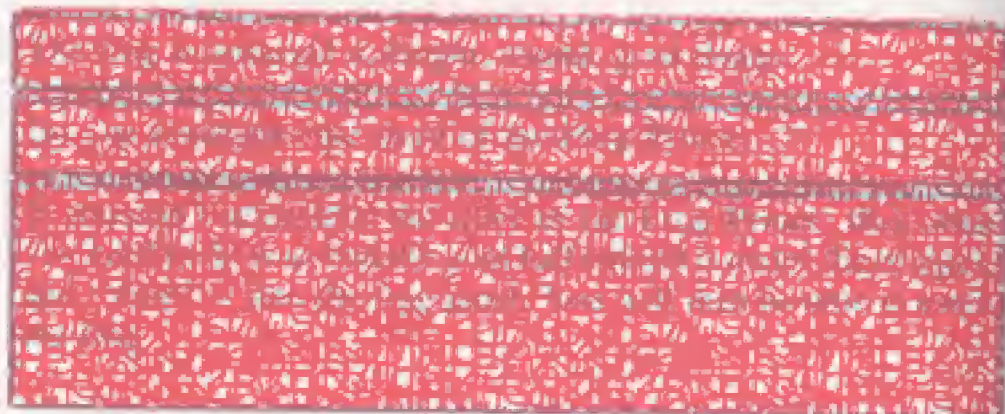
The minstrel is not very good at being a minstrel. Maybe he needs to take up a new line of work. How about being an actor?

Since the minstrel is not a very good musician, he might be more interested in taking up acting. Give him the Shakespeare book in trade for his lute.

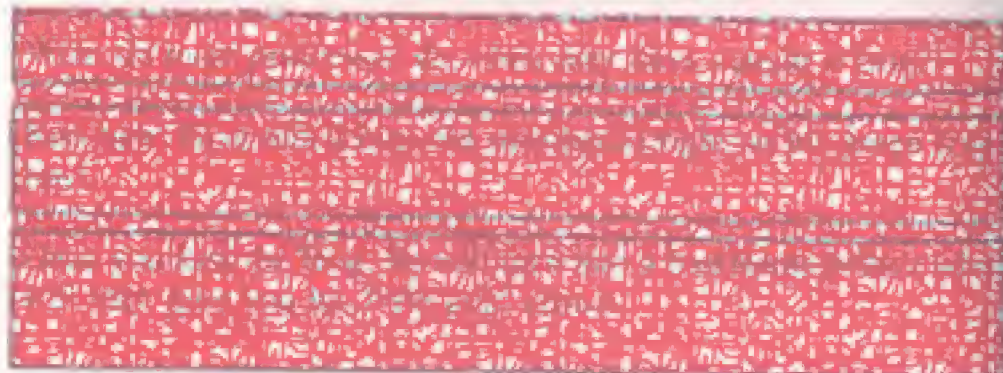
Are these like the poppies in the Wizard of Oz?

Well, I gotcha again, didn't I? Yes. That's right. This is another fake question. If you had been playing the game right, you would have *known* this was a fake question. Now, get back to the game!

I know I'm supposed to catch the frog...but how?



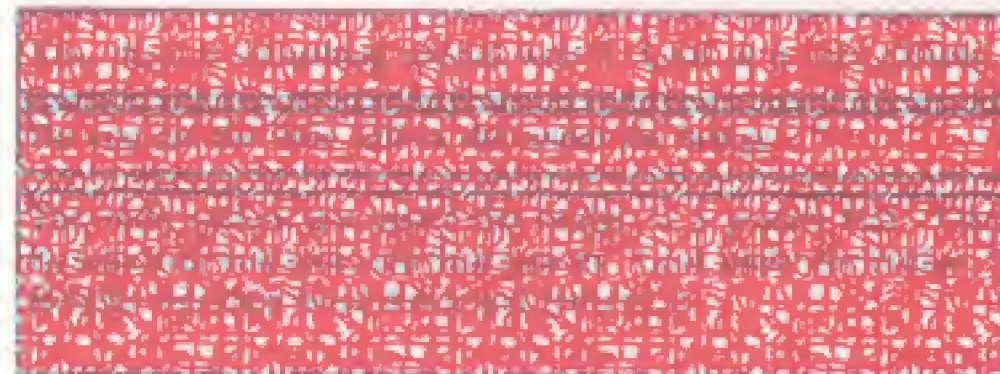
Okay, now that I have the frog...what do I do with him?



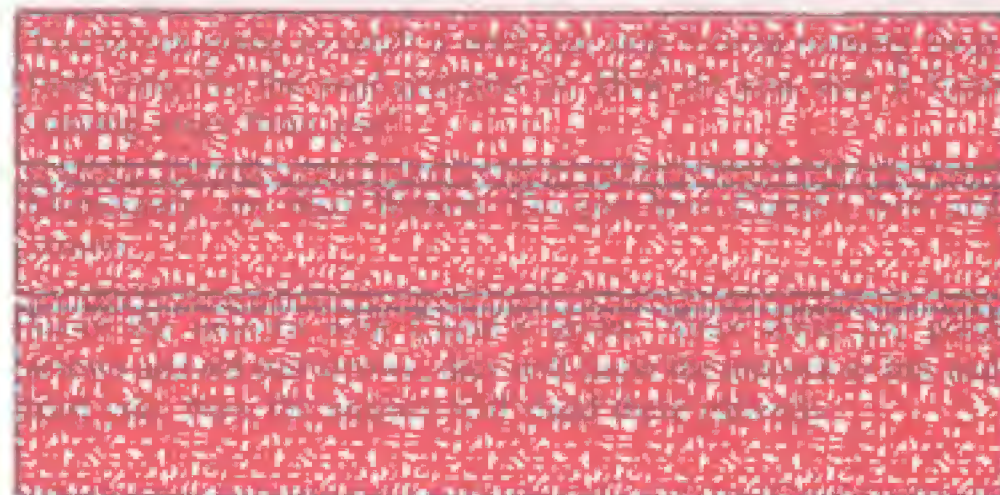
Where does Genesta live? I can't find her.



Is there something special with the little stone bridge?



The unicorn keeps running away from me! How do I catch it?



All right! I give up! The unicorn is no longer afraid of me...but it won't follow me. Is there a bridle somewhere?



The frog is attracted to bright, round, gold things.

Do you remember the story of the Frog Prince?

If you don't remember the story of the Frog Prince, then what you need to do is to find the gold ball (which is under the bridge), and "drop" it into the frog pond. You will then be able to catch the frog.

What do most princesses do when they have caught a frog?

Kiss him! Give him a big, old smackeroo right on his green frog lips!

Once you kiss the frog, he will turn into a handsome prince who will then give you his little gold crown.

Genesta lives on an island in the ocean.

If you swim in the ocean a couple of screens, you will run into Genesta's island. Be careful of the sharks, though. It would be wise to save your game before venturing into the ocean.

Yes, there is something special with it. Look at it very closely.

Do you see the little yellow dot under the bridge...?"

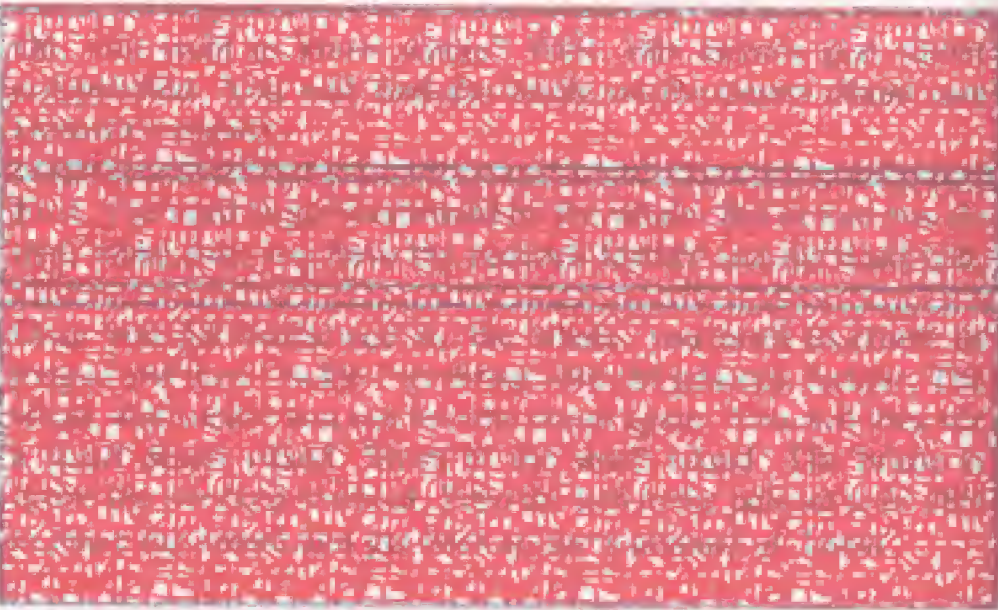
The little yellow dot under the bridge is a golden ball. Take Rosella near that spot, and then type in "Look under the bridge." Rosella will then bend down and retrieve it.

You're not going to catch it until you stop it from running away from you. So the *real* question is: How do you stop it from running away from you?

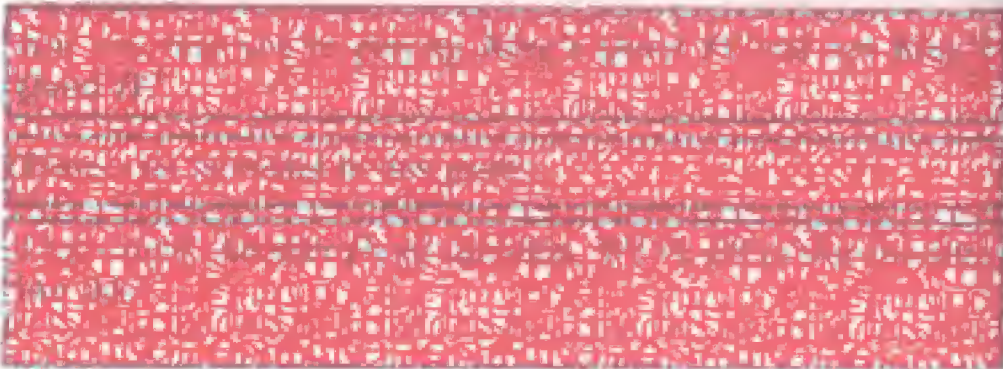
Elementary, my dear Watson. Do you have Cupid's bow and arrows...?"

Shoot the unicorn with Cupid's arrow. Since these are good arrows and not bad arrows, they will cause the unicorn to like and trust you. Now the unicorn will stand there patiently.

You're absolutely correct, there *is* a bridle somewhere!



The mermaid beckons to me. Should I go near her?



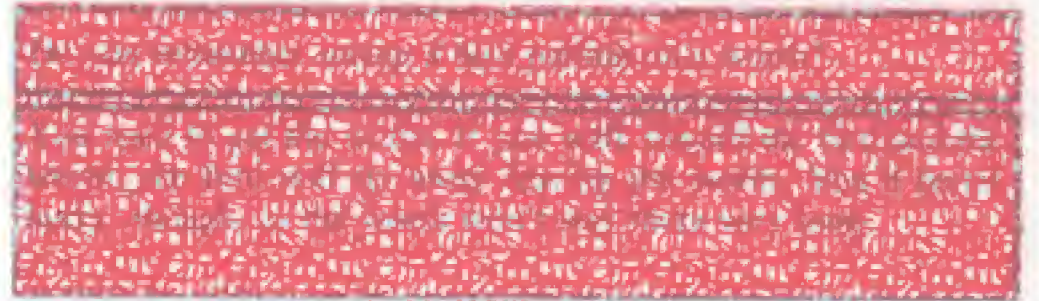
Is there anything in the river?



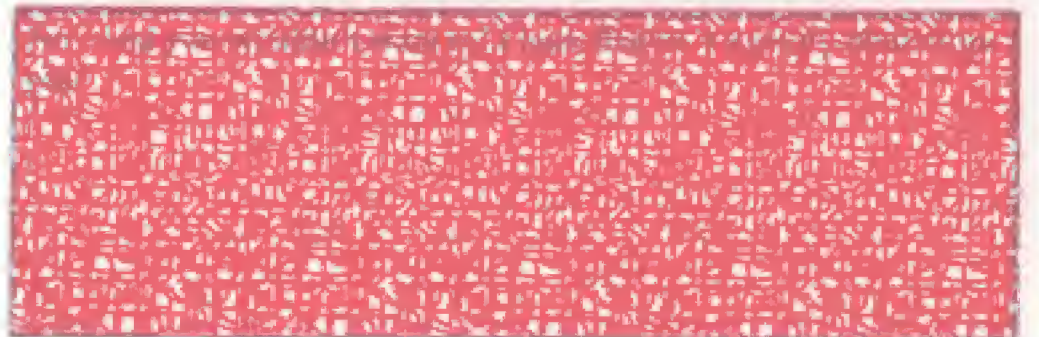
What do I do with the fishing pole? I can't find a good spot to fish!



I tried to fish with the fishing pole, but I need bait. Where is it?



I think the frog prince is cute! Can I keep him?



Oh, you want to know where? Well, this answer gets rather complicated. You will find the bridle on the desert island (not Genesta's island).

First, you need to get swallowed by the whale. But before you do that, make *sure* you have the peacock feather and the dead fish.

Once you get swallowed by the whale, you need to climb its tongue and then "tickle" its throat with the peacock feather. The whale will sneeze you out into the ocean again. You will then see a small desert island. Swim to the small island. The bridle is inside the wrecked rowboat. Feed the fish to the pelican to be able to leave the island and get back to the mainland of Famiu.

Are you sure you're playing *King's Quest IV* and not *King's Quest II*?

There's no mermaid in this game!

That's right. Another phony question. We've got to stop meeting like this!

Nope. Nothing of importance. It's just a river.

Do you remember seeing anyone else trying to fish in this game?

The fisherman was trying to fish. Where was he fishing?

Try fishing at the end of the pier. That's the only place that you can catch any fish.

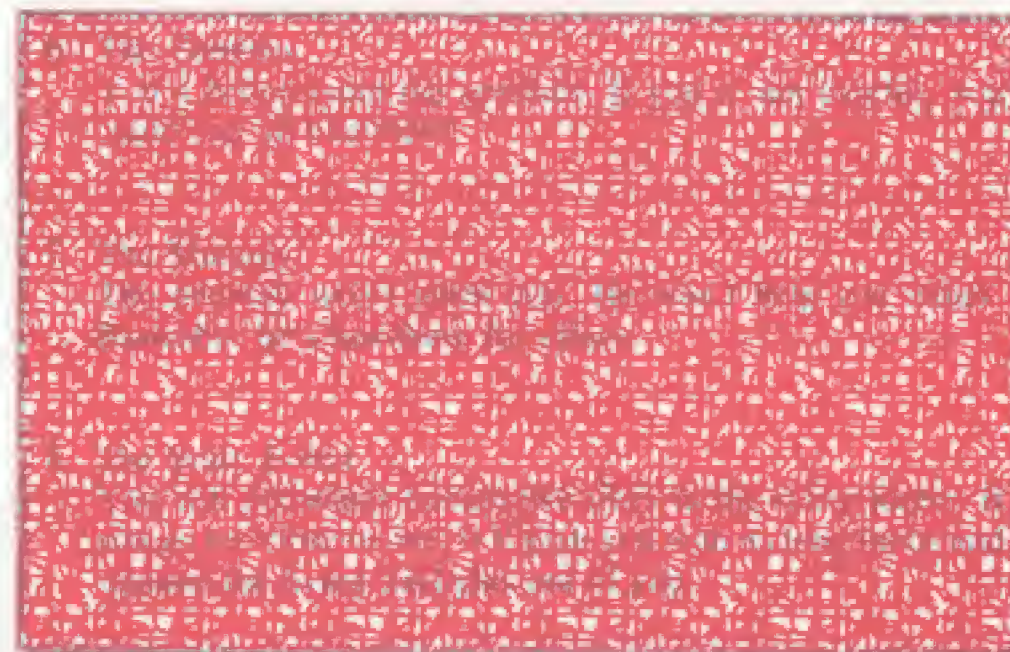
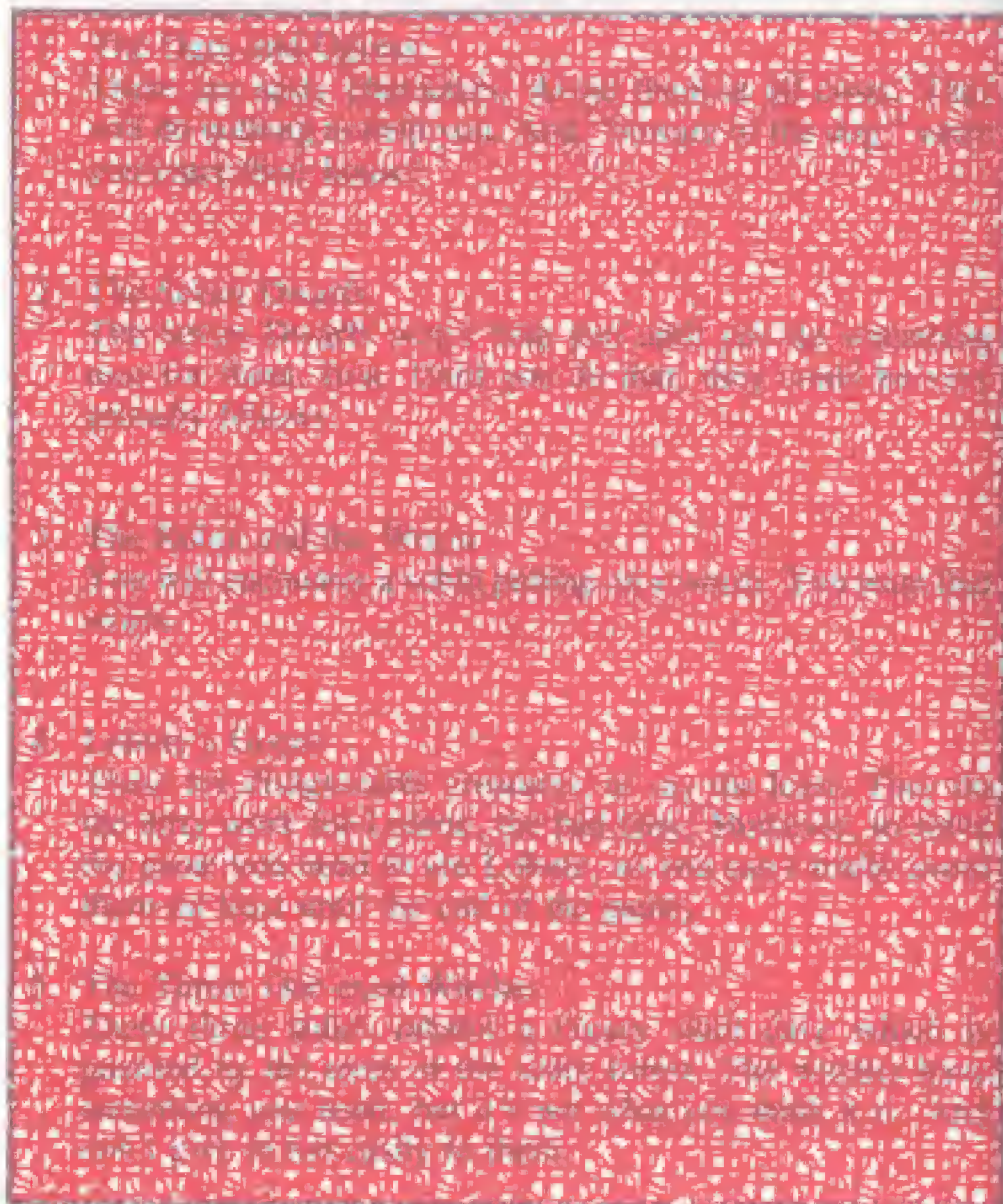
Do you remember seeing a bird pulling on a worm?

You need to get the worm. If you walk toward the bird and the worm, the bird will fly away leaving the worm. You'd better hurry, though, as the worm won't stay there very long.

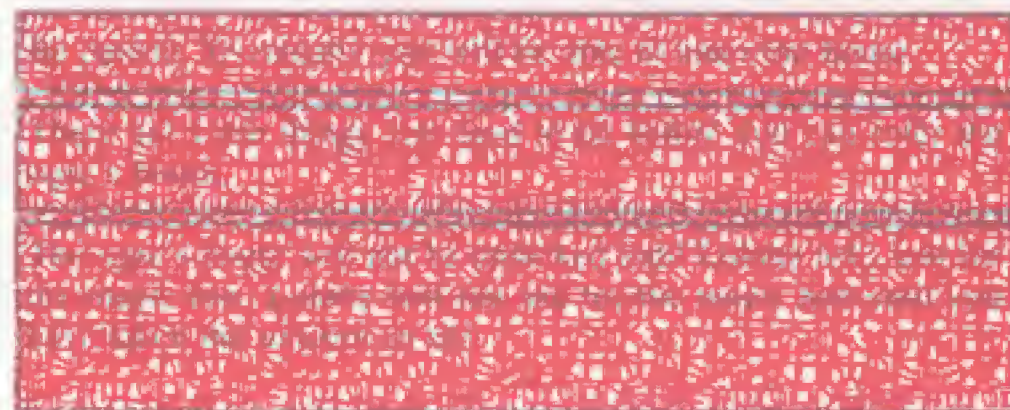
No! And you wouldn't want to! I hear that he's a pretty obnoxious guy!

East Tamir

Characters you may encounter here:



I want to enter the ogre's house, but it's locked!



Now that I'm able to enter the ogre's house, a big ferocious dog chases me out again! What do I do with him?!



1. The Ogre and Ogress

These are nasty characters. Avoid them at all costs. They will do nothing to help you. And "beware of the dog" when you enter their house!

2. The Seven Dwarfs

The Seven Dwarfs won't help you until you do something nice for them, first. Until you do that, they could be very grouchy fellows.

3. The Robin and the Worm

You will encounter a robin pulling on a worm. You want that worm.

4. Lolotte's Goons

These are disagreeable creatures, to say the least. They do the dirty work for Lolotte, the bad fairy. However, to solve the game you need to see Lolotte, so you can't really avoid them (at least until the end of the game).

5. The Three, One-eyed Witches

These three ladies inhabit a dreary skull cave which is guarded by the trees of the scary forest. The witches have something you need, but it's not what you think it is. And don't give in too easily to them.

6. The Zombies

You'd better avoid the zombies. If you're not careful, you could end up like them!

7. The Mummy

The mummy won't harm you. He won't help you either. Basically, he's just there for effect.

8. The Scary Forest

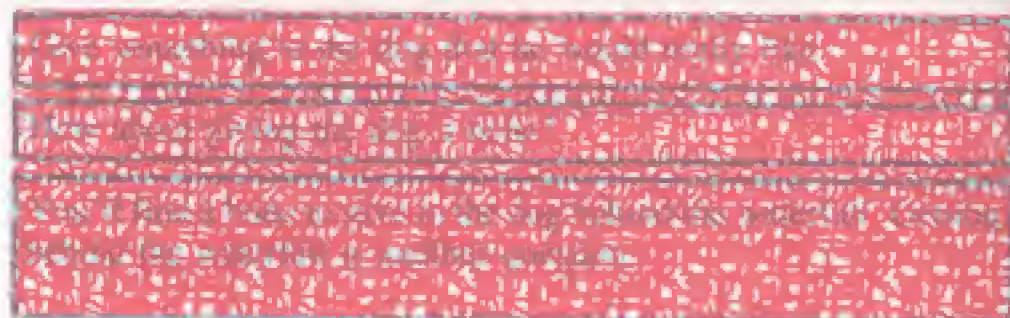
You will encounter human-like trees in the scary forest. If you go too close to one, it'll grab you with its long limbs and squeeze the living daylights out of you.

Be patient. Eventually you will be able to enter the house.

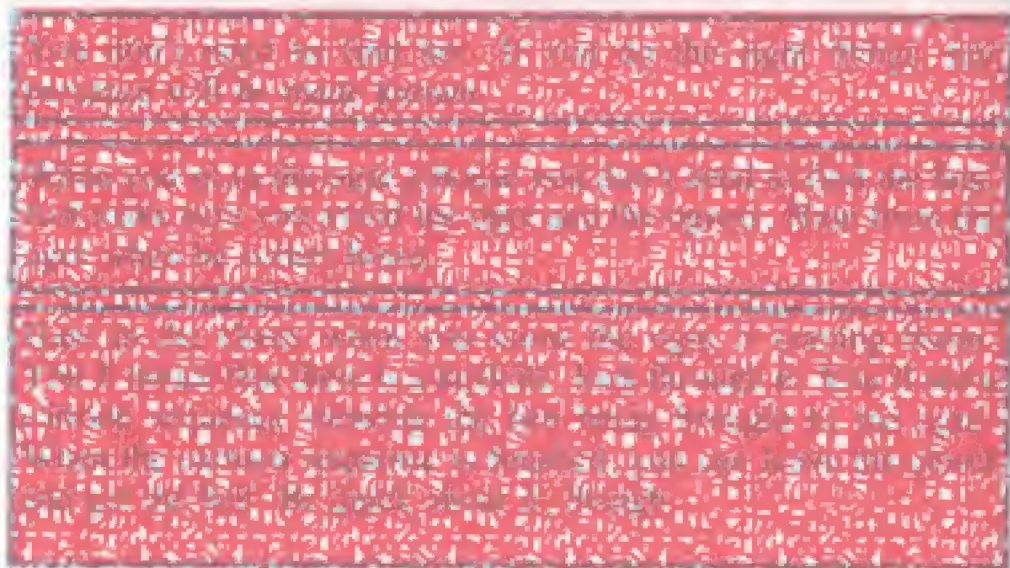
There are some things you need to do before you can enter the ogre's house.

The ogre's house will not be unlocked until Lolotte asks you for the magic hen. Lolotte will not ask for the magic hen until you have taken the unicorn to her.

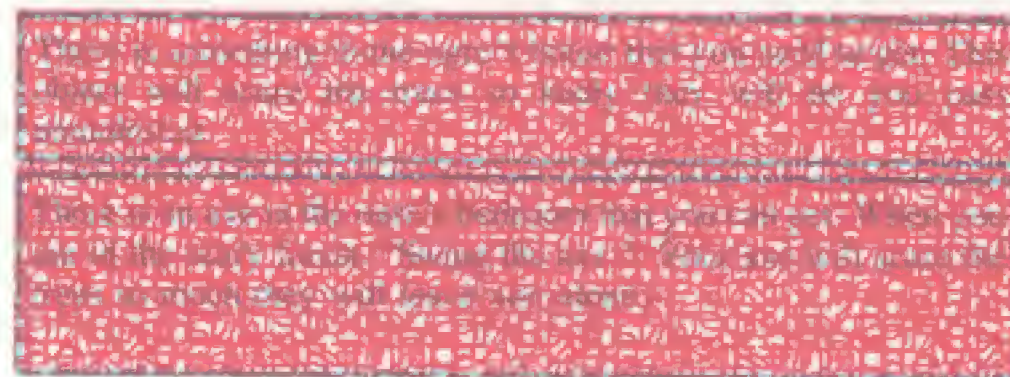
Do something nice for the dog. Think about what dogs like best.



I know the magic hen is supposed to be in the ogre's house, but I can't find her!



How can I get through the scary forest without being caught by the awful trees?



I keep getting killed by the three witches in the skull cave!



Now that I got the glass eye from the blind witches, what do I do with it? Should I give it back to them?



Give something to the dog that he would really like.

How about giving the dog a bone?

You'll find a bone to give to the dog behind the waterfall. Getting behind the waterfall is another question.

You don't need to find her. If you do the right things, her presence will be made known.

When you're in the ogre's house you don't need to find the hen. Just make sure you avoid the ogre and the ogress. Hide from the ogre when he comes home.

Hide in the closet when you know the ogre is coming home. You'll notice that there is a keyhole: look through it. You'll see a cartoon sequence showing the hen being brought to the ogre. When the cartoon sequence is finished, you can leave the closet and get the hen. Be quick about it, though.

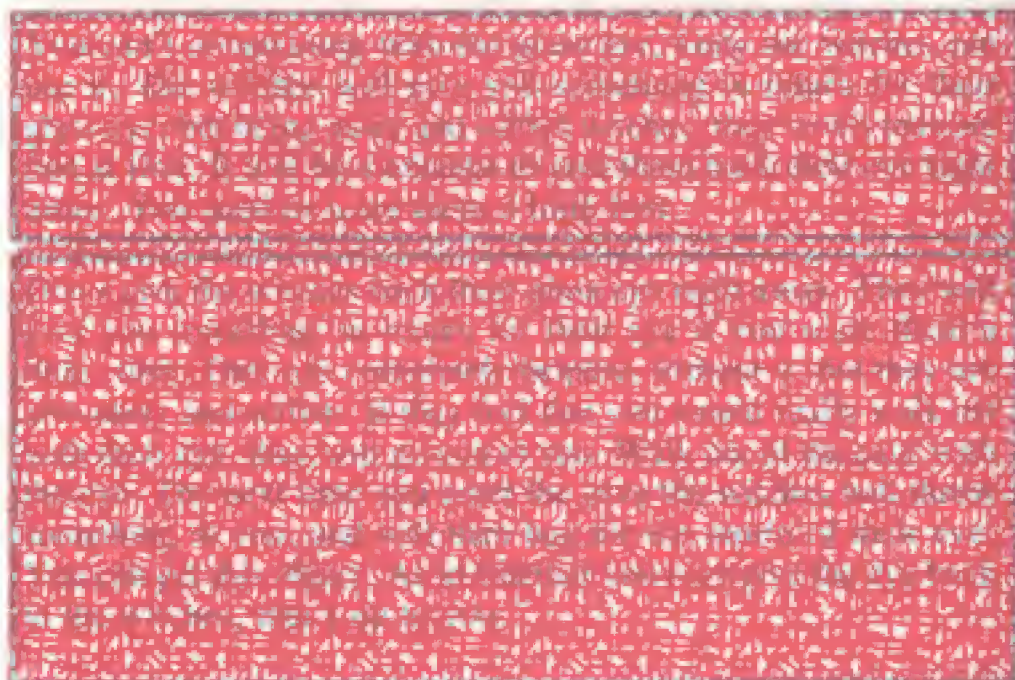
There's only one way to do it; you need to get something that will scare the wits out of them. Think about what might scare a tree.

There is something in the ogre's house that you need to get. This object will scare the trees so badly they will let you pass unmolested.

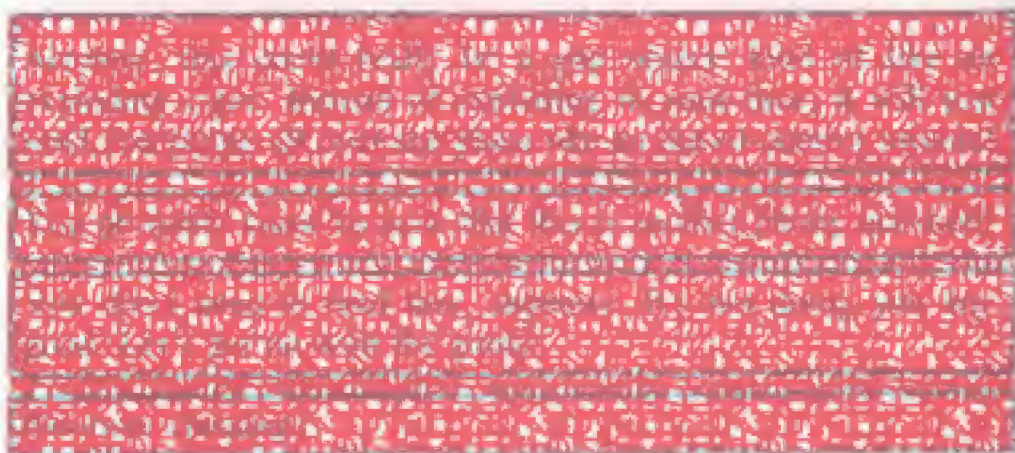
There is an axe in the ogre's bedroom that you can get. When you are in the scary forest "Swing the axe." Your axe will scare the trees so much they will leave you alone.

There are two ways that you can get caught by the witches. One, is when you're trying to get the glass eye, and, two, is when you're trying to avoid the one witch who continually chases you. Most importantly, **SAVE YOUR GAME** when you first enter this cave! Then, to get the eye, maneuver the chasing witch to the front of the cauldron before attempting to go after it. You want the chasing witch as far away from you and the other witches as possible. Now, go toward the other witches. Go right up to where they are passing the eye back and forth and *very quickly* type in "Get the eye." (On some versions of this game you can have "Get the eye" pre-typed. In this case, just press "ENTER" when you get close to the glass eye.) Once you have the glass eye, the witches can no longer harm you.

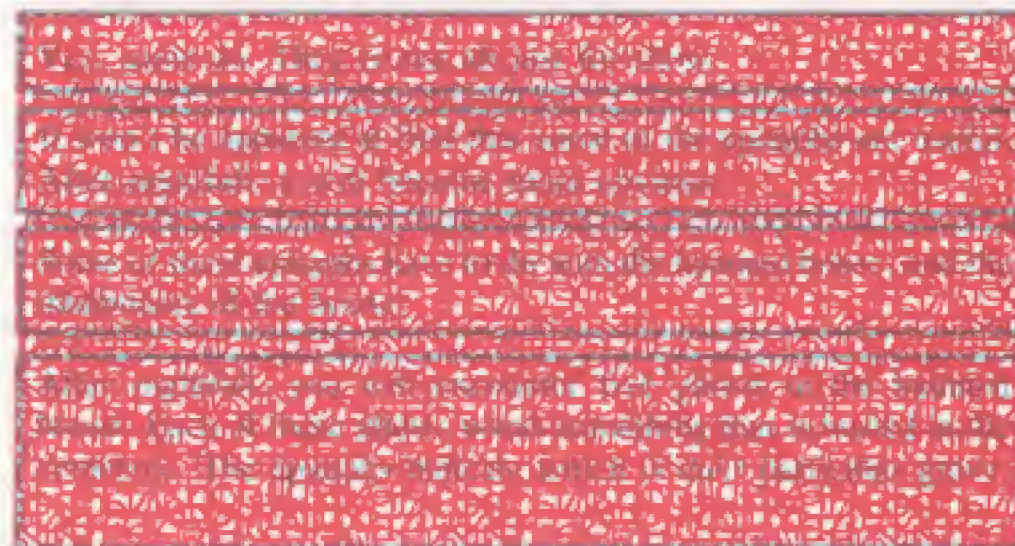
Congratulations on getting the eye! That's not easy to do. Actually, you don't *do* anything with the glass eye. It's not useful to you, only to the witches; and they want it back desperately.



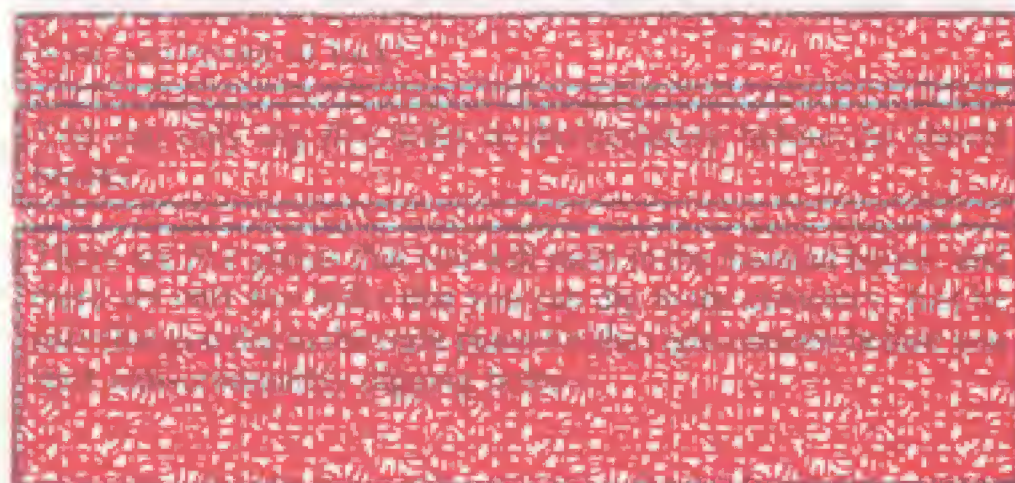
I found a big red balloon! If I blow it up, will it take me over the mountains?



I love the epitaphs on the tombstones in the cemetery!...but do they mean anything?



I dug some holes in the cemetery and then my shovel broke! Now what do I do?!



You can't *do* anything with the glass eye. Only the witches can use it. The witches will give you something in return for their glass eye; but being nasty and selfish witches, they won't indicate that at first. It will be a mistake to give them back their eye right away. You need to scare them a little first.

Don't give the witches back their glass eye right away. They will give you something in return for their eye if you scare them a little first. They are completely helpless without it, but they are also nasty and selfish. If they feel that you would really walk off with their eye, they will give in to you. Walk out of the cave with the eye. The next time you enter the cave the witches will throw something to you, and will then beg for the return of their eye. You can get this object. As to whether you *ever* give the eye back to the witches, that's up to you.

Actually, this could really be a gag object: kind of like an exploding cigar. Instead of exploding in your face, it will just send you flying all over the place like an out-of-control missile!

You probably know by now that this is another phony question.

You don't need to read this, anymore. It's not doing you any good. Let's get on with the game!

No more cheating!

Yes, some do. They're not all just for show.

It won't be apparent at first that some of the epitaphs are useful. After nightfall, it will become more obvious.

Some of these epitaphs have to do with the haunted house, and the inhabitants of the house.

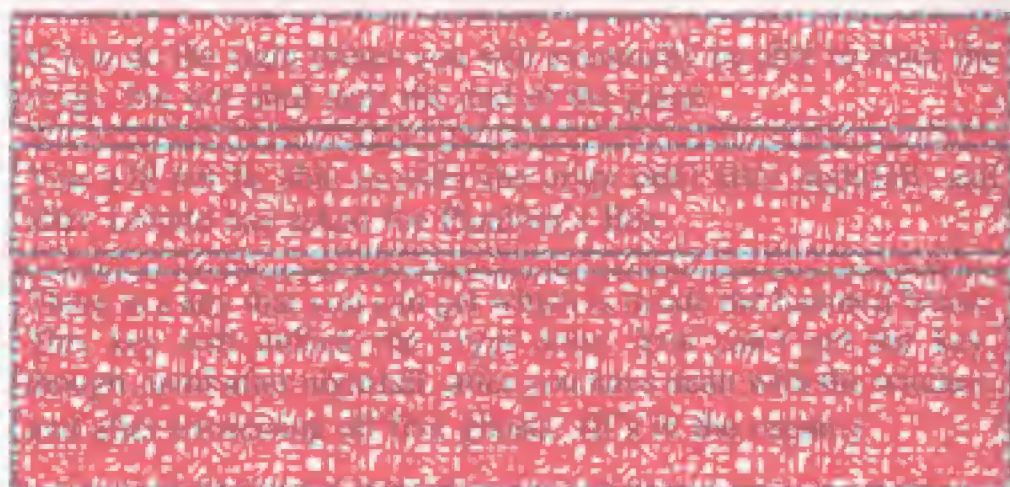
After nightfall, you will encounter five ghosts in the haunted house. Each of these ghosts wants something that is buried in the cemetery. The epitaphs indicate which is *their* particular grave.

Now you're out of luck!

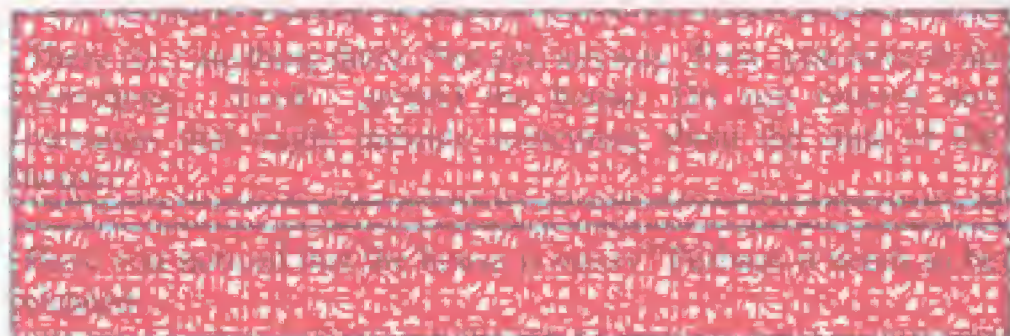
You can only dig *five* holes in the cemetery before the shovel breaks.

There are *five* ghosts that you will meet in the haunted house, and there are only *five* holes that you can dig in the cemetery. Just be sure that you dig in the right place for the right reasons before you start indiscriminately digging holes.

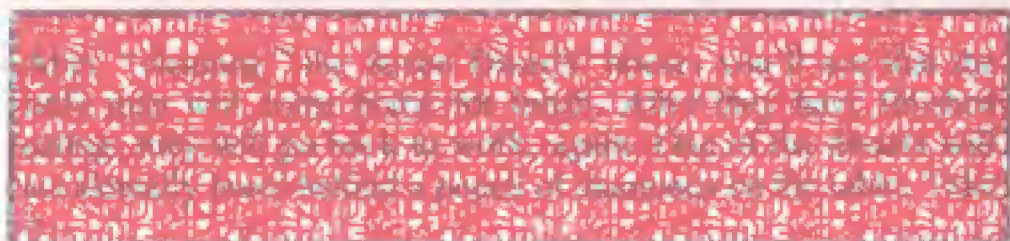
How do I go inside the crypt?



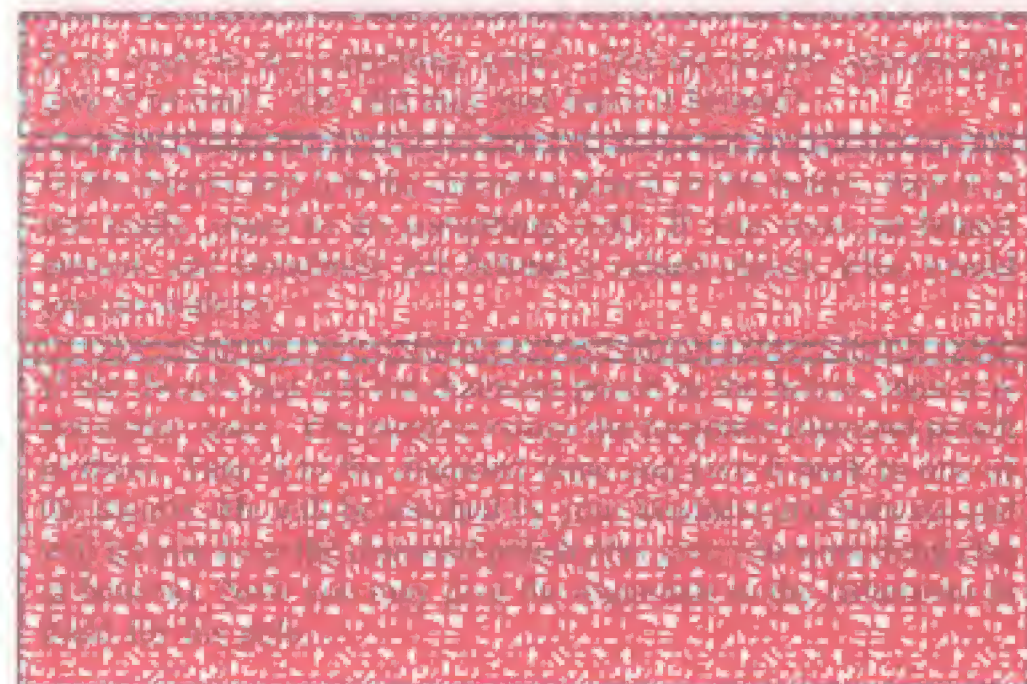
I don't know what to do in the Seven Dwarfs' house. I don't see anything here!



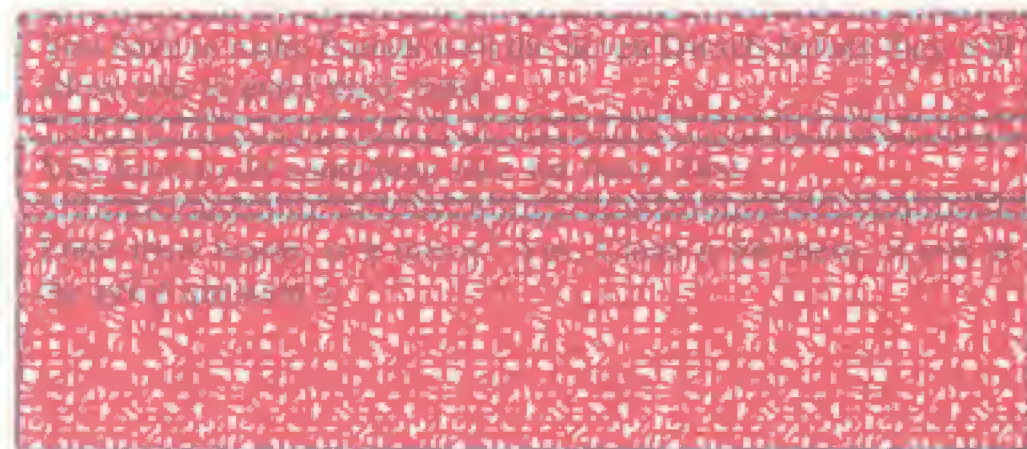
What do nice princesses do in messy dwarfs' houses? Clean them, of course!



Okay, I got the pouch of diamonds. What do I do with it?



The Seven Dwarfs keep throwing me out of their diamond mine!



If you do the right things you will eventually be able to enter the crypt, but not until near the end of the game.

You will not be able to enter the crypt until after nightfall; and after Lolotte has asked for Pandora's Box.

There is a key that you can get which is inside the haunted house. This key will unlock the crypt door. You can't get the key, though, until after nightfall, after you have dealt with the witches, and after exorcising all five ghosts. (It's in the organ.)

There *isn't* anything there. Not yet, anyway. First, you have to *do* something. "Look" around the house. Do you receive any messages that might indicate something about the state of the house?

Have you noticed that the house is *messy*? Perhaps it needs to be cleaned.

After "cleaning" the Seven Dwarfs' house, you'll see that the little men will come home for lunch. After they have finished eating, they will go back to work, again. One of the dwarfs will accidentally leave behind a pouch of diamonds on the table. Take it.

Is it *yours* to do something with? ...Did the dwarfs specifically give it to you? ...Or, did they just leave it behind?

If the dwarfs just left the diamond pouch in the house, then it is not really *yours* to do something with. If you were an honest person, and somebody left behind a valued object, what would you do with it?

If the dwarfs just left the diamond pouch in the house, then it is not really *yours*. You need to *return* the forgotten diamond pouch to them. Take it to the diamond mine and give it back to one of the dwarfs. He will be touched by your kindness and honesty and will let you *keep* the diamond pouch *plus* give you something else (a lantern). Now you may give the diamonds to the fisherman in trade for his pole.

You have to make friends with the Seven Dwarfs before they will allow you to enter their mine.

You have to do something nice for them, first.

Enter their house, is it messy? Yes. Clean it for them. (Look at the prior question.)

Lolotte's goons grab me from the mountain path. Should I try to avoid them?

What do I do with the pair of pink satin slippers I found in the troll's closet?

Lolotte asks me to do tasks for her. Should I do them, or would I be falling into a trap?

I feel there's something special with the waterfall. Am I right?

What do I do with the mummy? Is there something special about him or his coffin?

I want to enter the haunted house at night, but each time I try a zombie gets me! Help!

No! You do *not* want to avoid them. Not yet, anyway.

Do you think this troll has another *side* to him?

You could put the slippers on your feet. They might be more comfortable to wear than those hard black shoes of yours. I don't think they would hold up well on rocky mountain paths, though. Maybe you'd better not.

Yes, I gotcha again! This is *another* phony question! There are *no* pink satin slippers in this game.

You are a good girl. You should do as you're told.

Yes, you should do the tasks that Lolote asks you to do.

If you don't do the tasks, you will never solve the game.

Right you are!

You need to get *behind* the waterfall.

You need to get *behind* the waterfall, but you can't do it as *yourself*. First, you need to change into something else.

There is a cave *behind* the waterfall. You need to change into a frog before you can swim behind it. To change into a frog, you need the little gold crown from the frog at the pond. If you *wear* the crown, you will change into a frog.

No. There's not. You don't do anything with him or his coffin.

The mummy is just there for effect. You don't do anything with him or his coffin.

You have to scare off the zombie first.

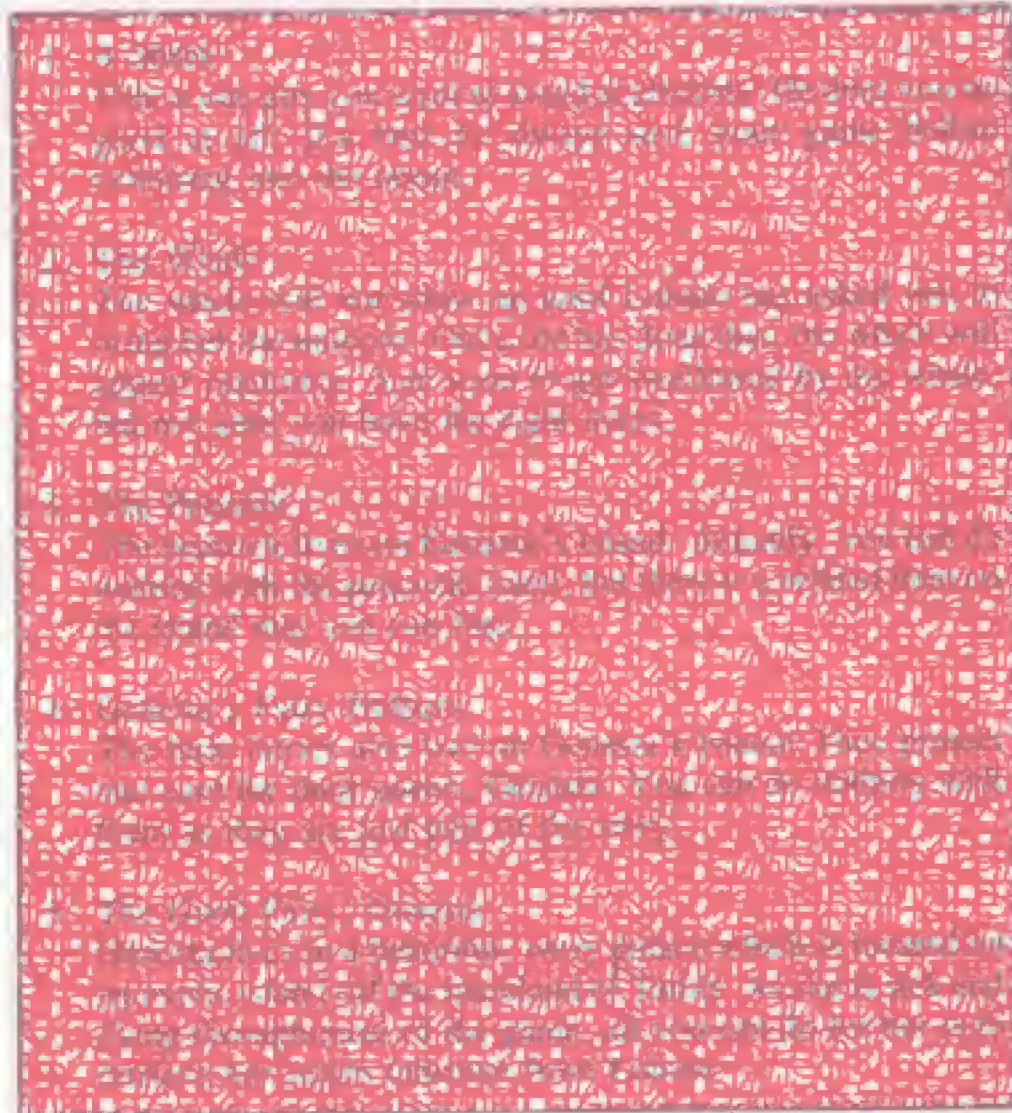
You need to carry something that scares the zombies.

The witches have something that will scare the zombies.

The witches have a scarab that will ward off the undead. Once you have that, the zombies will no longer bother you.

Out In the Ocean

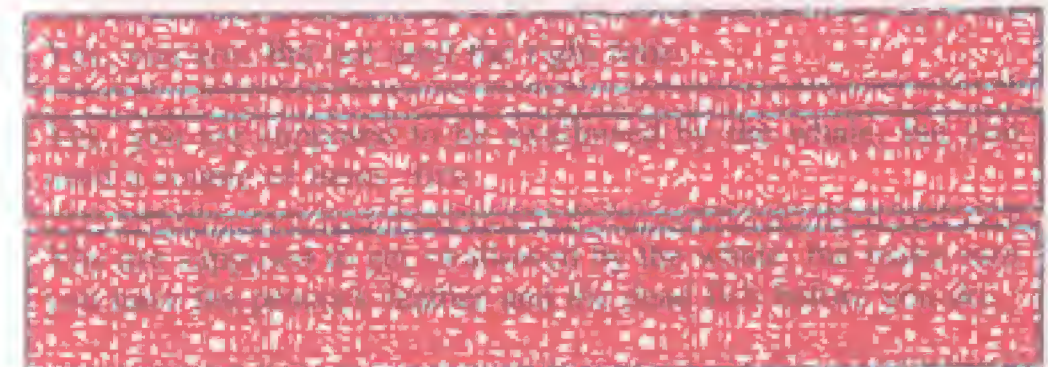
Characters you may encounter here:



Will the shark ever help me in any way?



I got swallowed by a whale! Am I supposed to do this?!



1. A Shark

This is one guy you want to avoid at all costs! He does you no good at all! It's best to always save your game before venturing into the ocean.

2. The Whale

The whale will *not* show up until Lolotte has asked you to bring her the unicorn. Once she has done this, the whale will appear randomly. You *want* to get swallowed by the whale, but not until you have the right items.

3. The Peacock

The peacock lives on Genesta's Island. Actually, you can do nothing with the peacock, itself, but there is a related item on the island that you can find.

4. Genesta's Fairy Helpers

The little fairies also live on Genesta's Island. They protect and care for their queen, Genesta. You can do nothing with them as they are just part of the story.

5. The Good Fairy, Genesta

Genesta lives in a beautiful, ivory palace which is located on an exotic island off the mainland of Tamir. As she is sick and dying through most of the game, all you can do for her is to retrieve her stolen talisman from Lolotte.

6. A Dolphin

You will find yourself on a desert island after you have escaped the whale. The dolphin will rescue you and take you back to Tamir after you have dealt with the pelican.

7. A Pelican

The pelican lives on the desert island. As this is a hungry pelican, he would sure appreciate some seafood. You will get a reward for your efforts, and this reward will summon the dolphin.

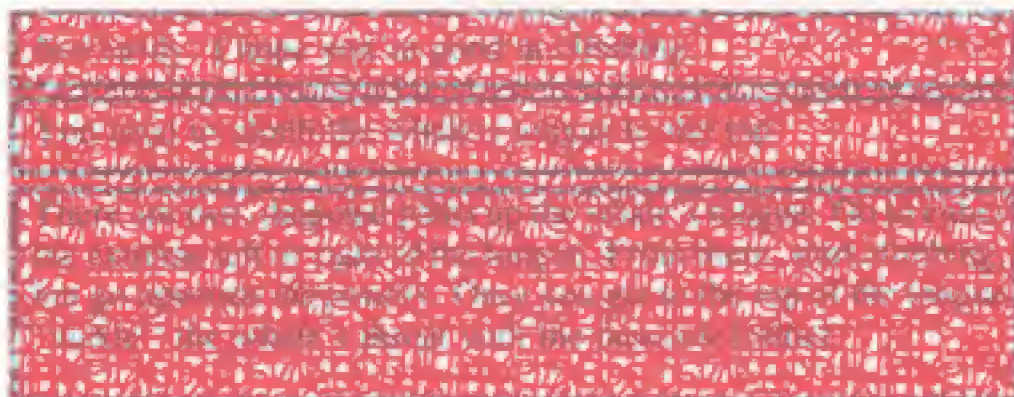
Absolutely not! Stay away from the shark!

Yes, you are. But not until the right time.

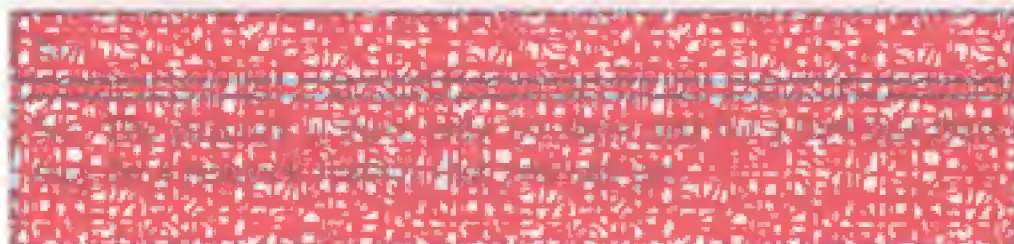
Yes, you are supposed to be swallowed by the whale, but you need a couple of items, first.

You are supposed to get swallowed by the whale, but make sure you have the peacock feather and the dead fish before you do.

How do I get out of the whale?



Can I do anything with the peacock?



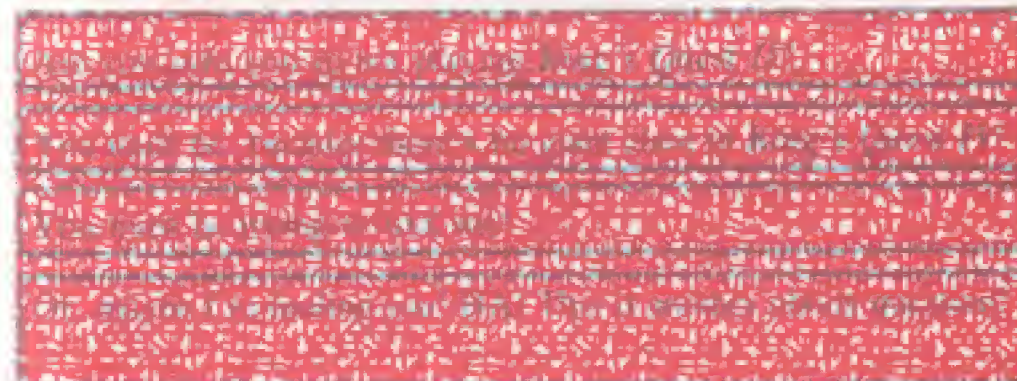
Is there anything special with the swan or the swan pond?



Do I do anything with the "dolphin" statue on Genesta's Island?



How do I open the giant clam I found on the beach?



Can I ever unlock the two doors in Genesta's ivory palace?



After escaping the whale I found myself on a desert island. How do I get back to Tamir?



That pelican sure looks hungry!



Not easily. I hope you're good at climbing.

You need to climb the whale's tongue to the top.

There are two, diagonal paths up the whale's tongue. Go to either the extreme left or right of the tongue. From there, start climbing, but go upwards *diagonally*. Once you get to the top of the tongue "tickle" the whale's throat with the peacock feather.

No.

No. The peacock is there only for show and for a hint that there may be a peacock feather that you can get.

No. But it looks nice, doesn't it?

The swan and the swan pond add to the effect of Genesta's Island.

Again, no.

As with the swan and the swan pond, the statue adds to the effect of Genesta's Island.

Are you *sure* you're not playing *King's Quest II*?

You must be, because there's no giant clam in *King's Quest IV*!

You must be trying to fool me!

Or, maybe I'm fooling *you*! HA! This is another phony question!

No. Not ever.

There are some things that mortal eyes should never see.

You need help from a fine-feathered friend.

If you're nice to the pelican, the pelican will be nice to you.

I hope you have the dead fish. Throw it to the pelican. The pelican will then drop a silver whistle from its mouth. Use this whistle to summon a friendly dolphin. The dolphin will help you back to Tamir.

I see a pelican on the desert island. Am I supposed to catch it, or something?

Handwriting practice lines for the text: I see a pelican on the desert island. Am I supposed to catch it, or something?

I think the unicorn's bridle is on the desert island. Am I right?

Handwriting practice lines for the text: I think the unicorn's bridle is on the desert island. Am I right?

What do I do with the dolphin?

Handwriting practice lines for the text: What do I do with the dolphin?

Tamir House

Characters you may encounter here:

Handwriting practice lines for the text: Characters you may encounter here:

The pelican sure looks hungry!

I'm sure the pelican would appreciate some seafood.

Feed the dead fish to the pelican. If you don't, you'll never get off this island!

Absolutely!

You don't want me to tell you right where it is, do you?!

Oh, you do.

Okaaaay, if you insist. It's in the wrecked rowboat on the desert island. Go inside the rowboat and say "Look at the ground." You'll see the golden bridle there.

What would any normal person do with a dolphin? Ride it, of course! It'll take you back to Tamir.

1. Baby Ghost

This is a poor, little baby who you find crying in the nursery. The baby wants something. That "something" is located in the cemetery.

2. Miser Ghost

You discover a ghost of a miserly old man roaming through the house, moaning and dragging chains. As with the baby ghost, he is looking for something that is buried in the cemetery.

3. Lady Ghost

A sad, lady ghost weeps in an upstairs bedroom. You would like to help her, but how? Look in the cemetery for an item that would make her feel better.

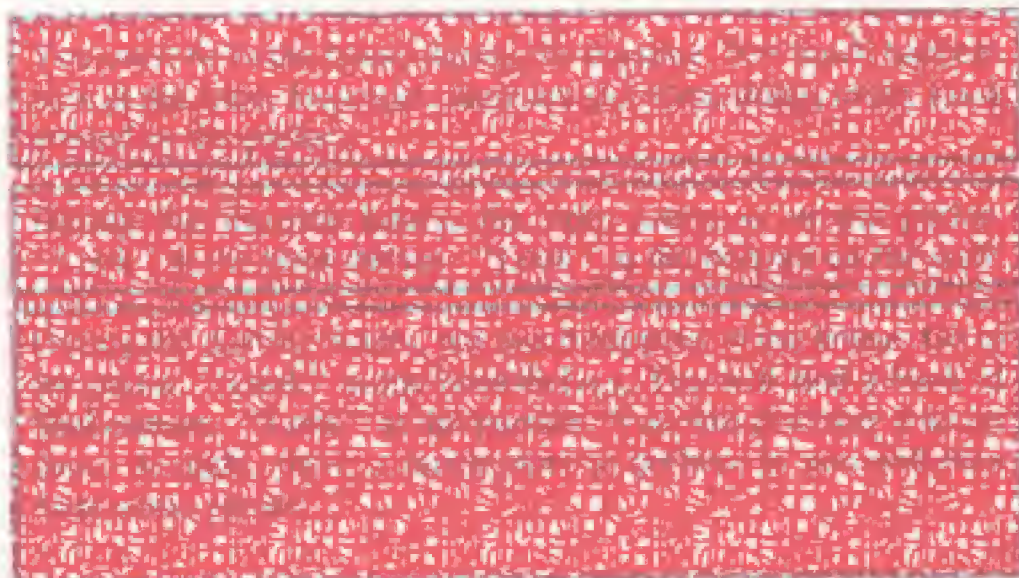
4. Lord of the Manor Ghost

As with the miser ghost, this ghost wanders about the house, moaning. He also seems to have lost something. Look for that "something" in the cemetery.

5. Little Boy Ghost

This is a cute ghost of a little boy. He is a mischievous little ghost, but he is also the most important ghost as he will lead you to an important discovery. However you can't do anything with that discovery until you find something of his in the cemetery.

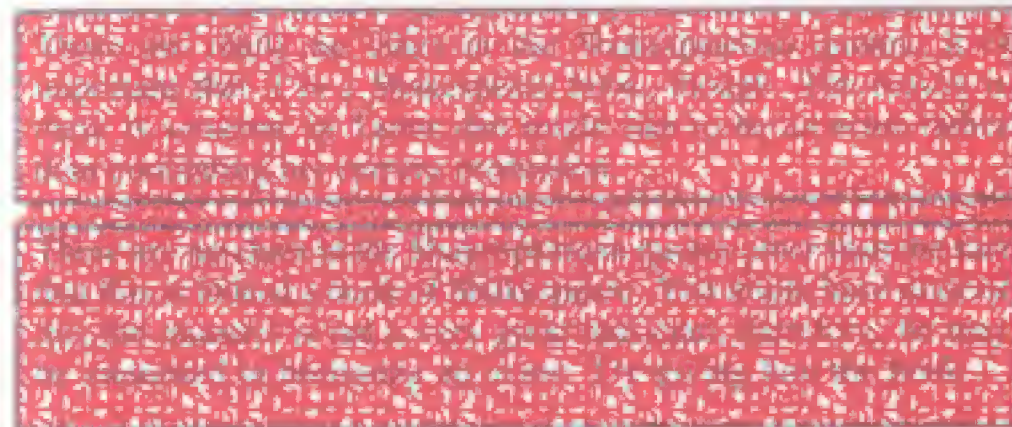
I can't find anything to do in the haunted house! What is here?!



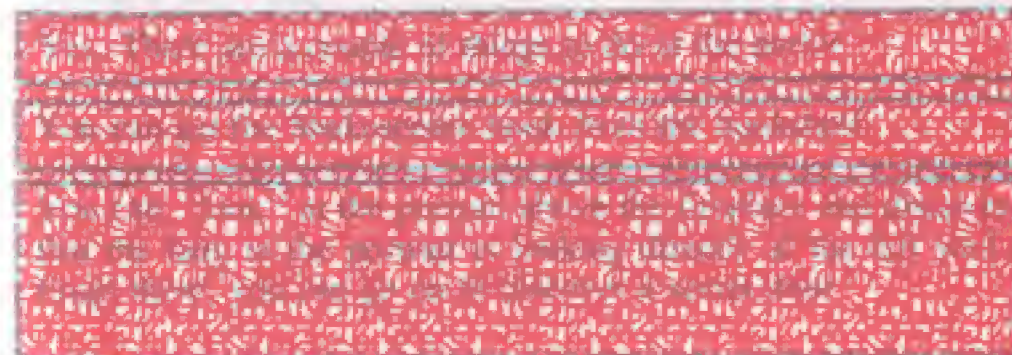
How can I open the trapdoor in the ceiling of the upstairs bedroom?



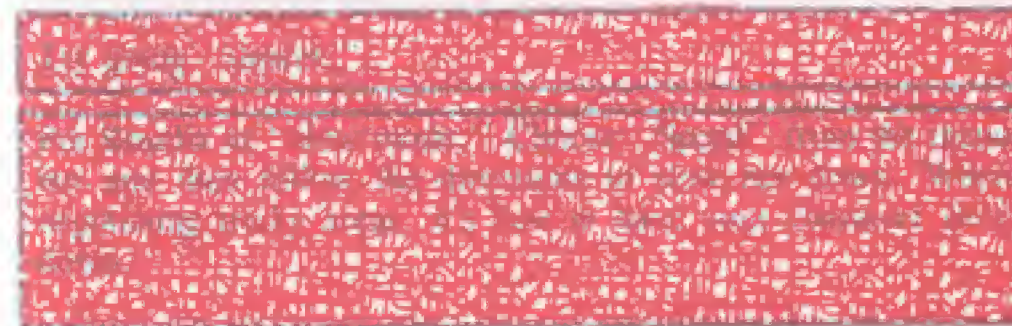
I found a Shakespeare book. Are there any clues in the Shakespearean quotes? What do I do with the book?



I feel there's more than meets the eye in the parlor. Am I right?



I have trouble climbing the spiral staircase in the tower! I keep falling!



You must be in the house during the daytime. Not much happens here at this time. However, there are *still* some things to do. Look around in the parlor.

During the daytime hours, the only action is in the parlor. "Look" at the bookshelves. "Look" at the portrait on the wall.

During the daytime hours, not much happens in the house. Go to the parlor. "Look" at the bookshelves. You will find a book of Shakespeare. "Look" at the portrait. You will discover a secret door. At night, there is much more to do here as you will then meet some ghosts!

You can't. You will *never* open the trapdoor. Later, someone else will.

The trapdoor cannot be opened until nighttime. Then, the hulk by a ghost will open it for you.

There are no *clues*, per se, in the Shakespearean quotes; however, it *is* important that it is a Shakespeare book rather than another type of book.

There are really no clues in the Shakespearean quotes. It is important that it is a Shakespeare book, though. The reason is there is someone in Tamar that might like to be an actor rather than continuing his current profession.

There are no clues in the Shakespearean quotes other than the fact that this is indeed a book of Shakespeare. You might have noticed that the minstrel is not a very good musician; therefore, he may be interested in becoming an *actor*. Try giving him the book.

Yes. There are a couple of things to do in the parlor.

You can get the Shakespeare book from the bookshelf.

You can "look" at the portrait above the fireplace and discover that the lady in the portrait is looking directly at the left wall. From there, you can go on to discover a secret door.

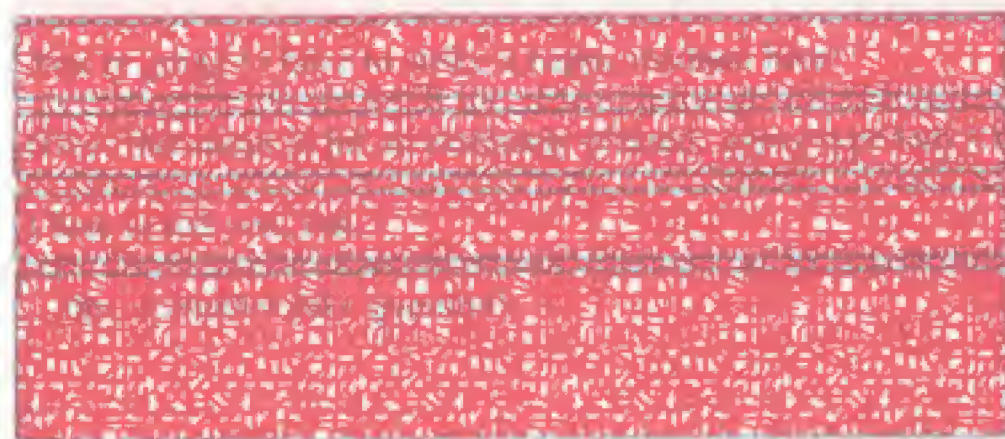
Try going "slower."

Put Rosella in "slow mode." Choose "Speed" from the menu bar and then follow the directions to slow her down. When negotiating tricky areas, it's best to have your character slow down.

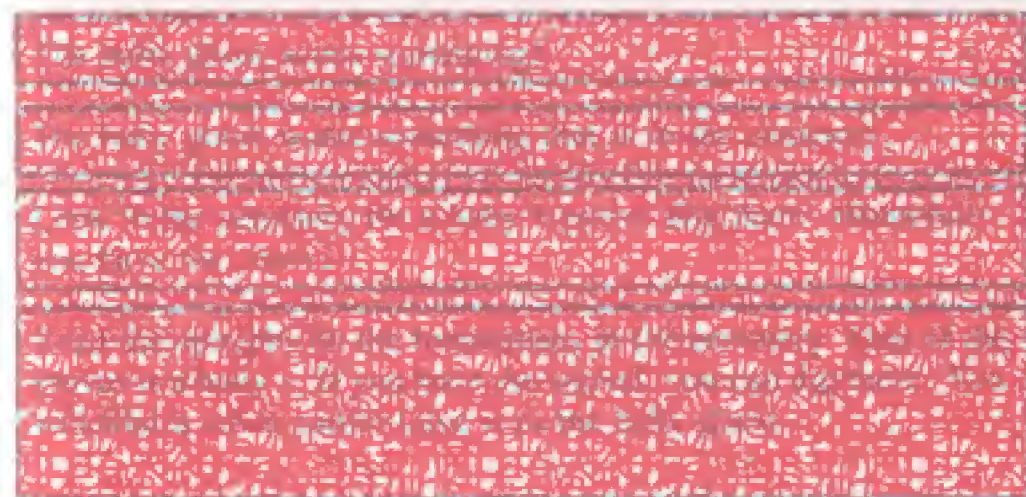
I "played" the organ, but nothing happened. I think there's more to the organ than this!



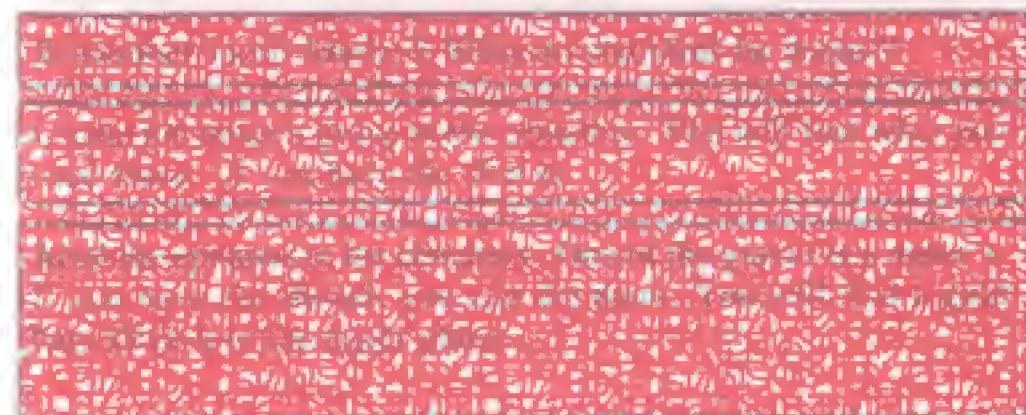
I found a crystal ball in the upstairs closet! How do I work it?



How do I stop the baby ghost from crying? I've tried everything!



What does the miser ghost want?!



How can I help the poor lady ghost?



You're right, there is. It's just not time to know what it is, yet.

Later on, you'll be able to "play" another song on the organ. This time, something *will* happen!

You need to deal with the ghosts before you can do anything of importance with the organ.

You won't be able to do anything with the organ until *after* you have met all the ghosts. The little boy ghost will lead you to the attic where you will discover some sheet music. If you "play" the song from the sheet music on the organ, you will discover a skeleton key!

You're going to have to strike a happy medium here!

(Does that mean to hit an extremely-pleased, gypsy-type lady??)

I hate to tell you, but...

this is *another* fake question!

The baby ghost *wants* something!

The baby ghost wants something that is in the cemetery.

Look in the cemetery for a baby's grave. Dig there. (Hopefully, you have the shovel.)

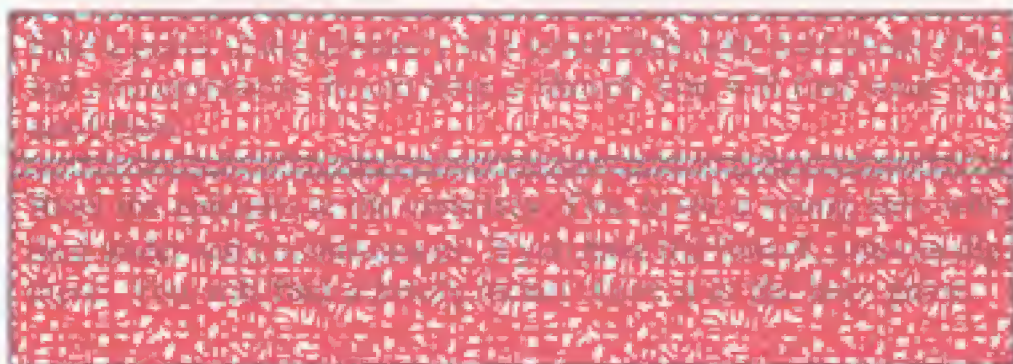
Read the epitaphs on the tombstones in the cemetery. One of the graves is a baby's. If you have the shovel, you can dig there. You will find a silver rattle. Give it to the baby ghost.

Remember Jacob Marley! What do you *think* he wants?!

Locate the miser's grave in the cemetery. You will find what you need there...*if* you have the shovel.

Read the epitaphs in the cemetery. One of the graves is a miser's. If you have the shovel, you can dig there. You will find a gold bag. Give it to the miser ghost.

There is something that the lady ghost wants. It's in the cemetery.



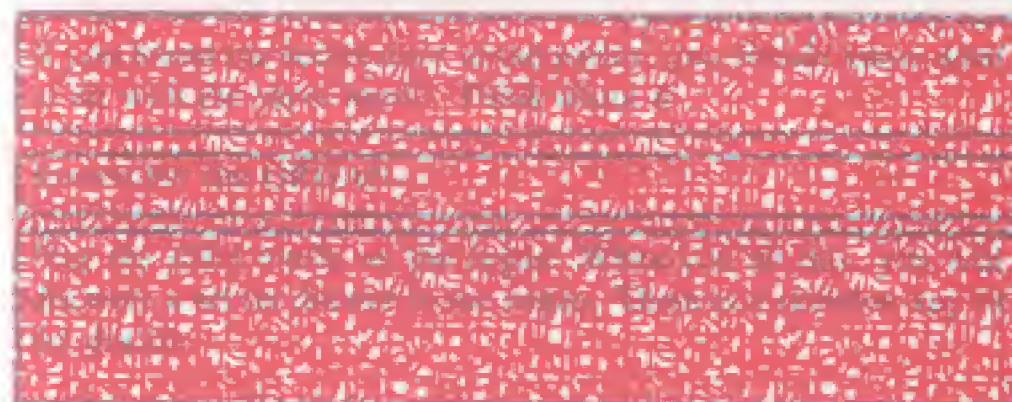
What is the Lord of the Manor ghost looking for?



The little boy ghost won't budge from the top of the chest! How do I get rid of him?!



What do I do with the sheet music?



I found a skeleton key! What does it unlock?!



Troll Cave and Swamp

Characters you may encounter here:



Find a grave in the cemetery of a young lady who died under very sad circumstances. If you have a shovel, you will find what you need there.

Read the epitaphs in the cemetery. One is for a young lady who died under sad circumstances. If you have the shovel, you can dig there. You will find a lovely locket. Give it to the lady ghost.

He is looking for something that he lost a long time ago.

Find a grave of a "Lord" in the cemetery. If you have a shovel, you will find what you need there.

Read the epitaphs in the cemetery. A "Lord" is buried in one of the graves. If you have the shovel, you can dig there. You will find a medal of honor. Give it to the ghost.

You need to give something to the little boy ghost.

Find a grave of a little boy in the cemetery. If you have a shovel, you will find what you need there.

Read the epitaphs in the cemetery. A little boy is buried in one of the graves. If you have the shovel, you can dig there. You will find a toy horse. Give it to the boy ghost.

If you found the secret door in the parlor, you *should* know what to do with the sheet music. Think about it.

Remember the ORGAN.

Play the sheet music on the organ. When you do this, you will discover a secret drawer in the organ. There is a skeleton key in the drawer.

Have you discovered the crypt, yet?

The crypt is in the mountainside, in the cemetery.

The skeleton key unlocks the crypt, which is located in the mountainside, in the cemetery.

1. Troll

This is not a nice guy at all! He inhabits the cave which is behind the waterfall. Unfortunately, you *must* go through this cave to reach the magic fruit. You want to avoid him.



It's DARK in this cave! How can I see in here?!



The troll keeps getting me! How can I avoid him?!



Should I go near the giant bat? Will it eat me?!




I found a bone in the cave. What do I do with it?



I keep falling down the chasm!! How do I go across it?



Every time I enter the swamp I sink and die. There *must* be a way to cross it!



I can't seem to get from the last grass tuft to the little swamp island!



I can't get the magic fruit...the cobra always bites me!



2. Cobra

You will find the cobra on a small island in the swamp. The tree that grows the magic fruit is also on the island. The cobra protects the magic fruit. You need to "disable" the cobra to be able to get the fruit.

You need a light source.

You can get a lantern from the Seven Dwarfs.

If you're nice, and *polite*, with the Seven Dwarfs, they will be nice back and give you a lantern.

If you "clean" the Seven Dwarfs house, they will accidentally leave behind a pouch of diamonds on the table. However, you need to try to "return" the forgotten pouch of diamonds to them in their mine. If you do, they will let you keep the diamonds *plus* give you a lantern.

First of all, you need a lantern (you get that from the Seven Dwarfs).

Not only do you need a lantern, but you need to *save* your game often! I recommend saving your game each time you safely enter a new section of the troll cave. If you do this, you will eventually get through the cave unscathed.

No, but it might hit you.

There's no goat but in this game. This is an *adventure* game, not a *Real-time* game!

Yep! You got caught peeking again! This is a *photo* question.

There is someone in this game who would just love to chew on a bone!

The ogres' have a pet.

The ogres' pet is a big dog. This dog would really appreciate a bone.

You won't be able to enter the ogres' house without getting the dog the bone.

I hope you found the board in the entrance to the cave.

You need the board to cross the chasm. Put it across the chasm and then very *carefully* walk over it.

Save your game when you enter this room. Experiment to see how close you can get to the chasm without falling in. Then, "Put the board across the chasm" *carefully* walk across it.

Did you see the grass tufts in the swamp?

Try "jumping" on the grass tufts.

You have something in your inventory that will help.

What helped you cross the chasm in the troll cave?

That's right. Use the board to cross to the little swamp island!

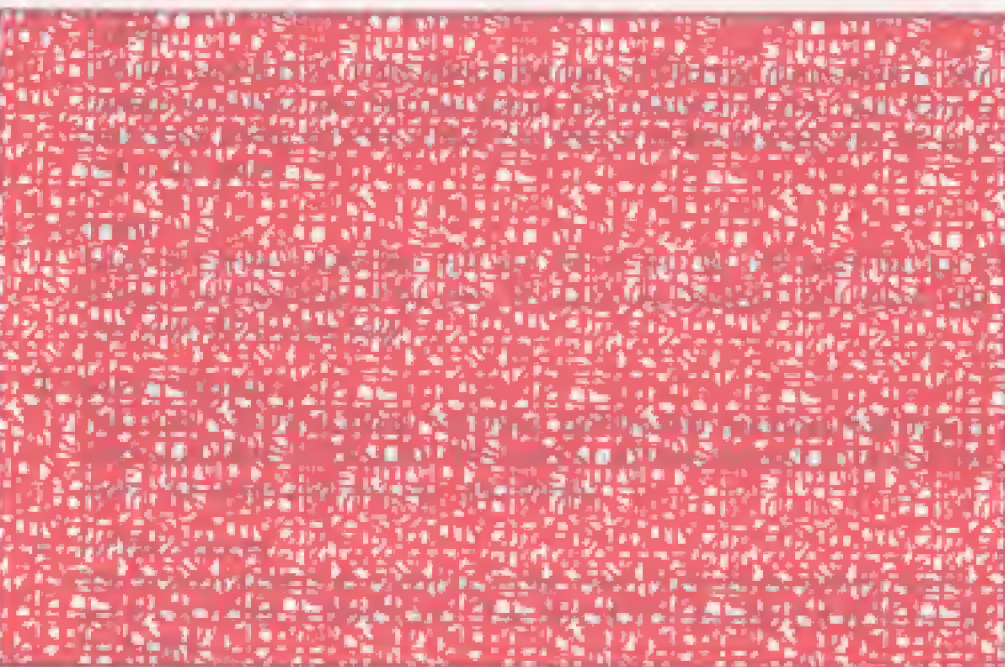
The cobra likes music.

The cobra likes a certain kind of music.

Is there anywhere else to go in the swamp besides the swamp island?

Lolotte's Castle

Characters you may encounter here:



Lolotte asks me to do things for her. Should I do them?

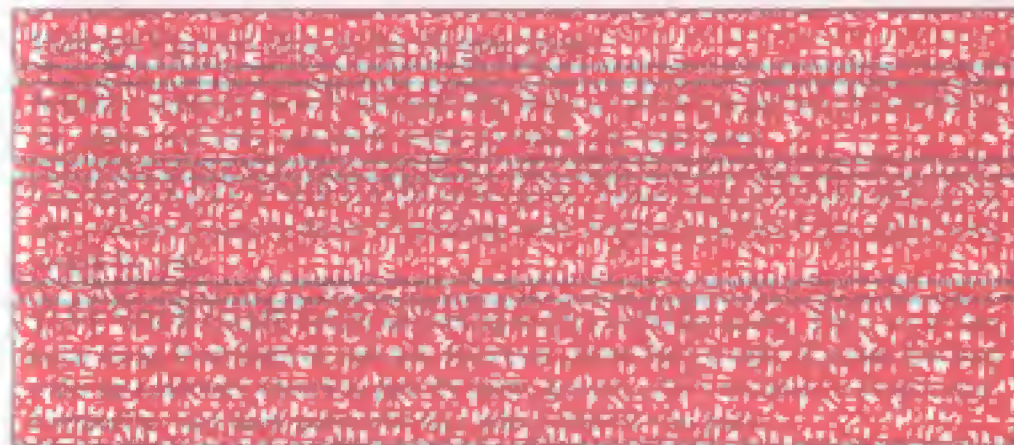


I'm locked in a tower bedroom! How can I escape?!

I keep falling off the stairs!!



When I get too close to the sleeping goons they wake up and get me!!



Where are my lost possessions? I know they're around here some place!



The cobra likes flute music.

You need to get the flute from Pan. Play it to the cobra. You will hypnotize it for awhile.

No.

1. Lolotte

Lolotte, the bad fairy, is the direct adversary of Genesta, the good fairy. She intends to thwart you in your plans, but unknown to her, you have a benefactor within her own ranks! You need to do her bidding until the very end of the game.

2. Edgar

Edgar is Lolotte's kind, but ugly son. He is very shy and quiet, but has a strong, inner strength of his own. He likes you (Rosella) very much, and may even offer some help.

3. Lolotte's Goons

These are horrible-looking, half-men, half-boar-like creatures that help to carry out Lolotte's evil plans. You can't avoid them throughout most of the game, but at the end you can...and should!

4. Lolotte's Raven

The raven is merely an accessory to the story. You can do nothing with it, and it won't help, or hinder you. (You never know, though. It may be spying for Lolotte.)

Yes, you should!

You won't advance in the game unless you bring her the item she asks for.

Lolotte wants the lantern, the hen that lays the golden eggs, and Pandora's Box. You need to bring them to her if you want to advance in the game.

Be patient. Help will come along.

Did you notice Edgar pushing something under the lower door?

Edgar will help you by pushing a rose under the door. Get the rose and "look" at it. You will notice a gold key attached to it. This key will unlock the lower door.

You may want to slow down and move very carefully.

It would be best to put Rosella in "slow mode" while trying to negotiate these traps, or any other tricky areas.

Save your game before attempting to climb the stairs. Then, choose "Speed" from the menu bar and set the speed to a slower level. It is best to have your character go slower when attempting to negotiate tricky areas.

Then don't get too close to the sleeping goons!


Actually, some goons will automatically wake up when you get too close to them, but others will only *randomly* wake up when you near them.

It is best to **SAVE YOUR GAME** at this point. Those goons are tricky little devils, and you don't want to throw everything away because you didn't anticipate being caught by one.


SAVE YOUR GAME before attempting to get around the goons. Then, try to stay as far away from them as you can. However, there are a couple of goons that may wake up *randomly* when you pass by them, anyway. All you can do is keep trying. Eventually, that darn goon will stay asleep and let you pass.

Your lost possessions are in the castle's kitchen.

Your possessions are in the castle's kitchen; but first, you need to get past the goon!



How do I go into the east hallway? Every time I try, a goon gets me!



I found Lolotte! Now, how do I get the talisman without waking her?



Where is Edgar? I can't find him.



Is there anything to do in the cell?



What can I do in the storage room?



I found the unicorn again! Now, what do I do with it?



After the End of the Game

Your possessions are in the castle's kitchen. However, **SAVE YOUR GAME** before attempting to pass by the sleeping giant. This giant randomly wakes up and he seems to wake up more often than not. Just keep trying. Eventually, he will stay asleep and let you pass. **WARNING!** Once you get the possessions from the kitchen, save your game again before venturing out into the dining room.

You will never be able to enter the main hallway until Lolotte is disposed of.

Once Lolotte is "taken care of", the giants will have much more respect for you, and you will be able to wander the castle at will. But not before then!

Whichever, you have your own possessions with you.

You should be carrying something that will deal with Lolotte.

Are you carrying something that "looks like" a weapon?

Do you have Cupid's bow and arrow?

You should still have **ONE** golden arrow left (the first one you used on the monster). Shoot the arrow at Lolotte while she is sleeping. Cupid's arrow will "do no harm" on Lolotte and enable you to get the following:

Walter is very shy. He rarely shows up. But he wants to show up.

You can't read Lolotte. As he is very beautiful, he will only show up when he wants to.

Actually, no.

The cell is there only as part of the storyline. There is nothing to do, or get, in the cell.

Have you "looked" in the storage room? Is there anything special there?

You should have noticed that the magic hen and Pandora's Box are there. Get them.

Being a nice, honest girl, what would be a nice thing to do, especially considering the circumstances?

Free it!

CAUTION: Do not read this section until you have actually *solved* the game and seen the very end. Reading this section too soon will spoil the game for you if you have not completed it on your own.

Did you...

...try "drinking water" at the various rivers, lakes, ponds, oceans, etc.?

... "kiss" the frog rather than just "take" the crown from it?

... "read" the Shakespeare book?

... return the glass eye to the three witches?

... read *all* the epitaphs in the cemetery? (They are *real* epitaphs except for the five epitaphs used for the ghosts. Even those five were re-written from real epitaphs.)
... try to dig more than five holes in the cemetery?

... "clean" the table again after the Seven Dwarfs leave to go back to work at the mine?

... carry on a dialog with the Seven Dwarfs?

... get the bottle in the whale's stomach? Did you "read" the note?

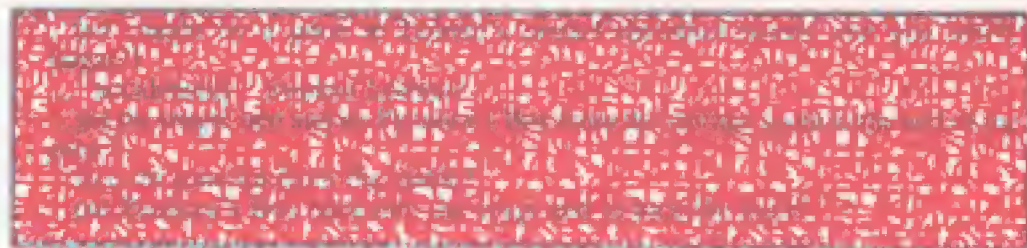
... visit Genesta in her sick bed at any time during the game?

... "play" the organ without having the sheet music?

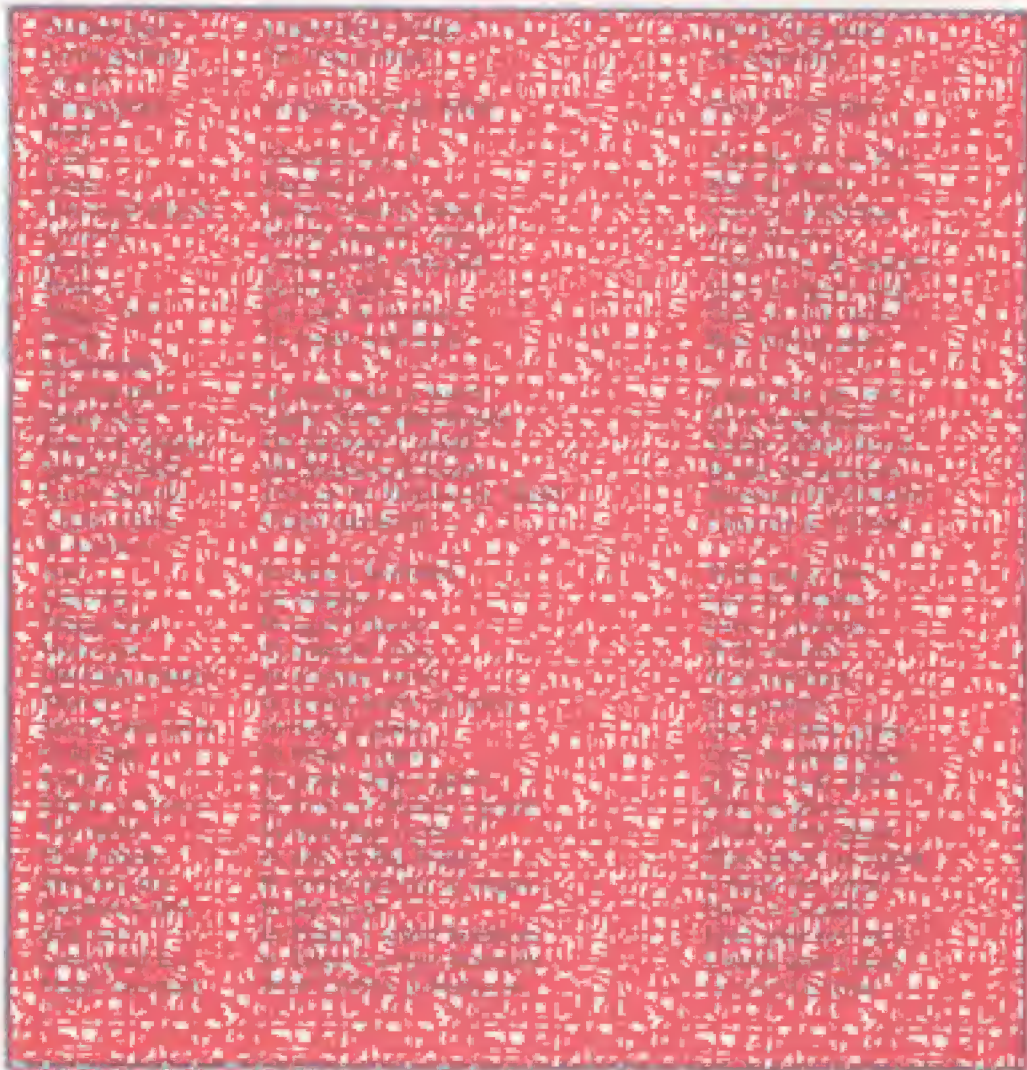
... "play" the flute without being with the cobra? ... or play the lute?

... turn into a frog at the swamp?

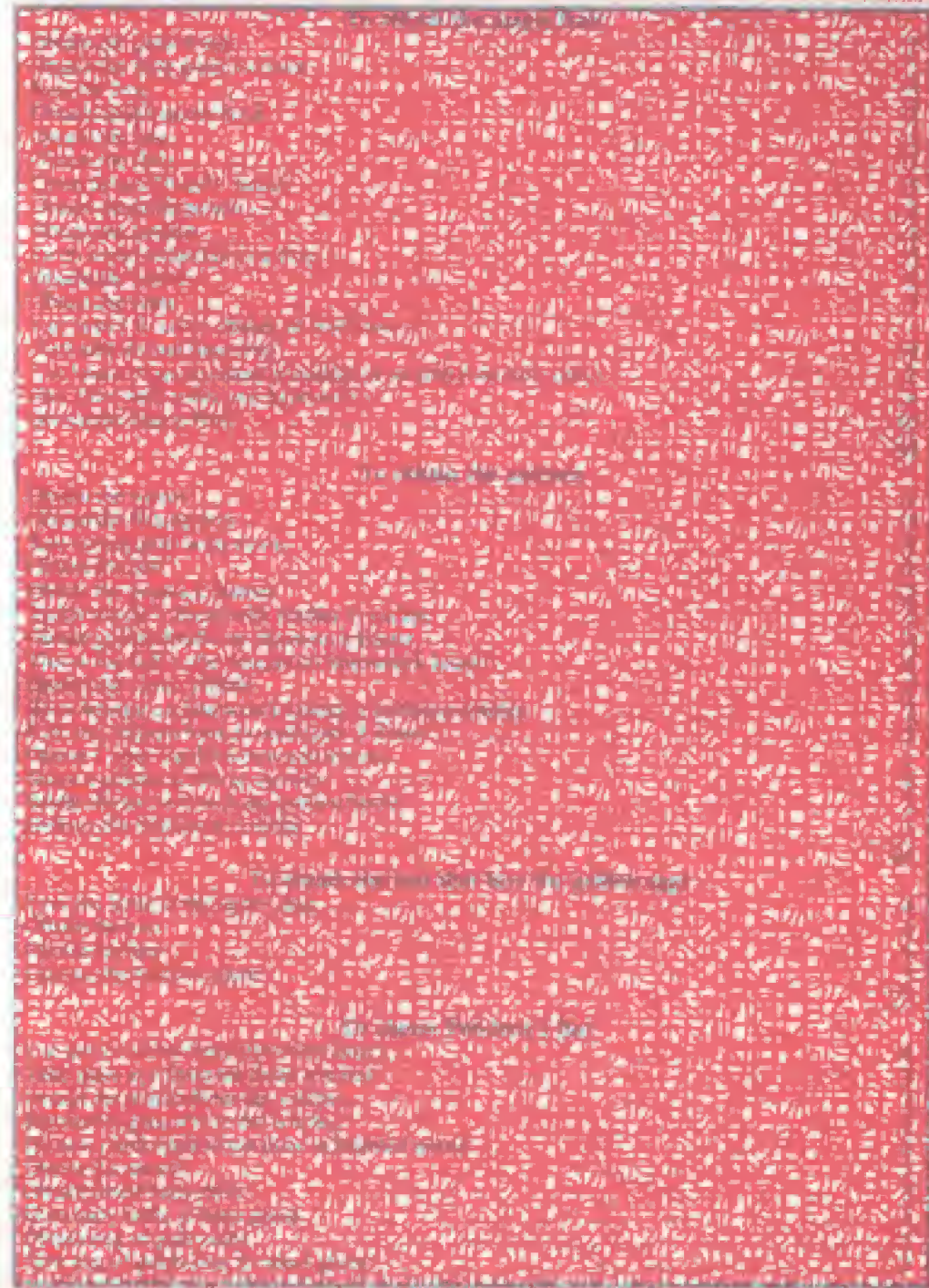
... eat the magic fruit? ... or not get the magic fruit? (If you didn't have the magic fruit at the end of the game, then you got the "wrong ending." Go back and play it again, but this time get the fruit.)



Objects Where found Location of all Objects Where used



How and where earned Points Number of Points



get caught by a gwon in Lolotte's castle? (In other words, did you marry Edgar?)
 ... "accidentally" awaken Lolotte?
 ... get the magic hen and/or Pandora's Box from the storage room at the end of the game?
 ... free the unicorn from the stable?
 ... put Pandora's Box back into the crypt and re-lock the door?

Golden ball	Under little bridge	Put in frog pond
Little golden crown	On frog's head	At waterfall
Shakespeare book	In parlor of big house	Give to minstrel
Lute	Minstrel has it	Play & give to Pan
Flute	Pan has it	Play to cobra
Diamond pouch	Seven Dwarfs' house	Give to fisherman
Lantern	Seven Dwarfs' mine	In troll cave
Board	Underneath waterfall	Troll cave & swamp
Bone	In troll cave	Give to ogres' dog
Magic fruit	On tree in swamp	Give to sick tailor
Large earthenware	In forest with bird	Bait fishing pole
Fishing pole	In fisherman's house	Catch fish on pier
Dead fish	Catch from end of pier	Give to pelican
Peacock feather	On Genesta's island	Tickle whale throat
Golden bridle	On Shipwreck Island	Bridle the unicorn
Silver whistle	Pelican on Shipwreck Island	Summon the dolphin
Cupid's bow & arrows	Cupid has them	Unicorn & Lolotte
Axe	In ogre's bedroom	With scary trees
Unicorn	In meadow	Give to Lolotte
Magic hen	In ogre's house	Give to Lolotte
Glass eye	In witches' cave	With witches
Obsidian scarab	In witches' cave	With zombies
Shovel	In secret tower of house	In cemetery
Silver baby rattle	In baby's grave	Give to baby ghost
Gold bag	In miser's grave	Give to miser ghost
Locket	In young lady's grave	Give to lady ghost
Medal of honor	In Lord of Manor's grave	Give to ghost
Toy horse	In little boy's grave	Give to boy ghost
Sheet music	In attic of big house	Play music on organ
Skeleton key	In secret drawer of organ	Unlock the crypt
Pandora's Box	In the crypt	Give to Lolotte
Red rose	In Edgar's tower bedroom	Find gold key on it
Little gold key	In Edgar's tower bedroom	Unlock tower door
Magic talisman	With Lolotte in bedroom	Give to Genesta

To obtain the magic fruit

Obtain the golden ball
 Obtain the little golden crown
 Kiss the frog
 Obtain Shakespeare book
 Obtain the lute
 Obtain the flute
 Clean Seven Dwarfs' house
 Obtain diamond pouch
 Obtain the lantern
 Swim under waterfall as a frog
 Obtain the board
 Obtain the bone
 Use board to cross chasm in troll cave (first and second time only)
 Use board to get to island in middle of swamp (one time only)
 Play flute with cobra and hypnotize it
 Obtain the magic fruit

To obtain the unicorn

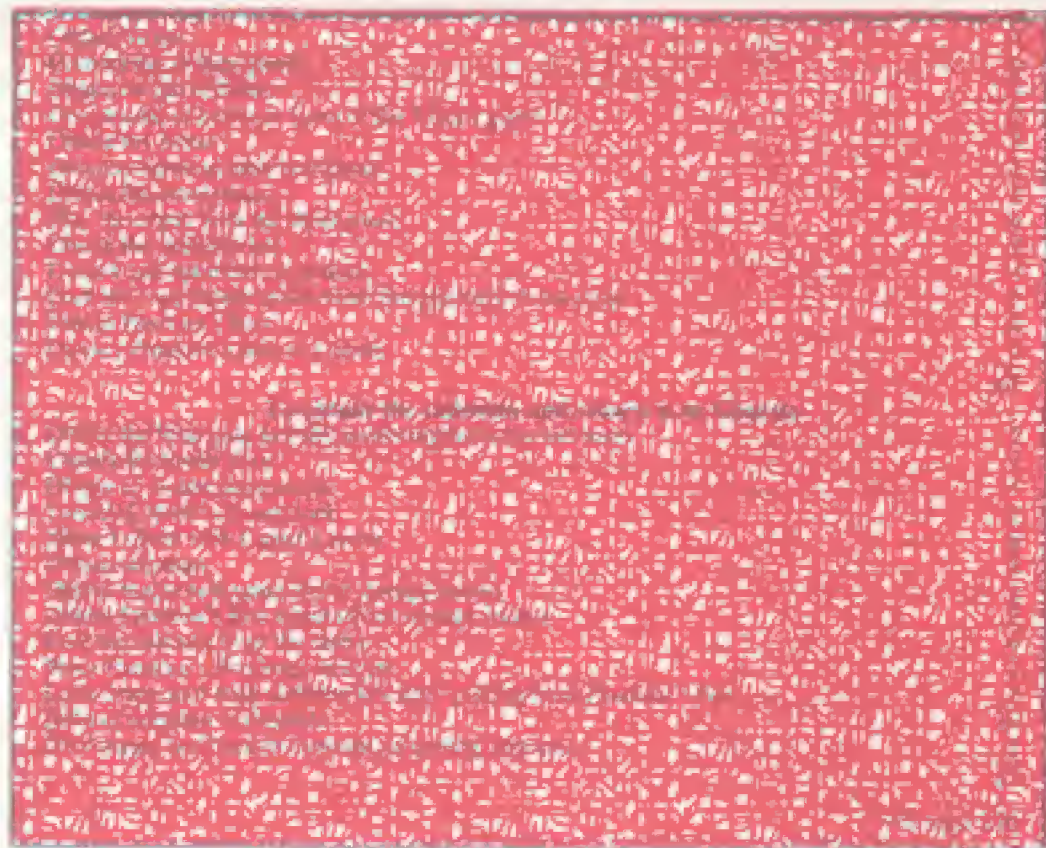
Obtain the worm
 Obtain the fishing pole
 Bait fishing pole with worm
 Obtain the fish
 Obtain the peacock feather
 Tickle whale's throat with feather to escape
 Obtain golden bridle on Shipwreck Island
 Throw the fish to the pelican on Shipwreck Island
 Obtain the silver whistle
 Blow whistle on Shipwreck Island to summon dolphin
 Ride the dolphin back to mainland of Taron
 Obtain Cupid's golden bow and arrows
 Shoot a golden arrow at unicorn
 Bridle the unicorn with the golden bridle
 Deliver the unicorn to Lolotte

To obtain the hen that lays the golden eggs

Give the bone to the ogres' dog
 Obtain the axe
 Obtain the hen
 Deliver the hen to Lolotte

To obtain Pandora's Box

Use axe on scary trees (first time only)
 Take glass eye from the three witches
 Obtain the scarab from the witches
 Return the glass eye to the witches
 Discover and open secret door in haunted house
 Obtain the shovel
 Obtain silver baby rattle
 Give baby rattle to baby ghost
 Obtain bag of gold coins
 Give bag of gold coins to miser ghost



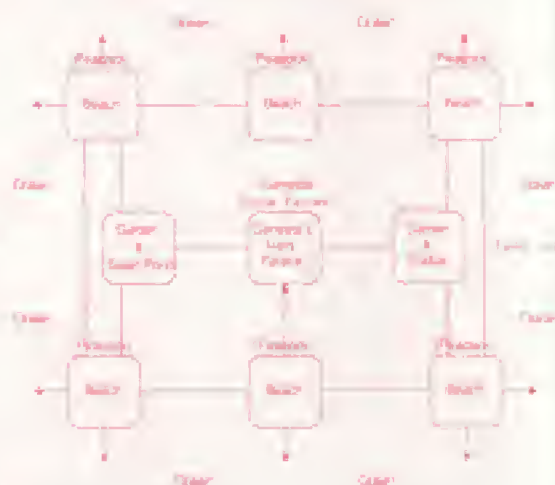
LOLOTTE'S CASTLE



HAUNTED HOUSE



GENESTA'S ISLAND



TROLL CAVE



WEST TAMIR



EAST TAMIR



Obtain locket
 Give locket to lady ghost
 Obtain medal of honor
 Give medal of honor to Lord of the Manor ghost
 Obtain toy horse
 Give toy horse to little boy ghost
 Obtain the sheet music
 Play the organ with the sheet music
 Obtain the skeleton key
 Unlock and open the crypt door
 Push the rope ladder down from the platform in the crypt
 Obtain Pandora's Box
 Deliver Pandora's Box to Lolotte

To obtain the talisman and return it to Genesta

Obtain the little gold key (by removing from the red rose)
 Unlock the tower door
 Obtain all stolen possessions
 Unlock Lolotte's tower door
 Shoot Lolotte with Cupid's arrow
 Obtain talisman
 Obtain magic hen again (from storage room)
 Obtain Pandora's Box again (from storage room)
 Free the unicorn from the stable
 Place Pandora's Box back in crypt
 Lock crypt door with skeleton key after putting back Pandora's Box
 Deliver talisman to Genesta
 Give magic hen back to Genesta (in ending canon)

All total 230



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| <input type="checkbox"/> Computer City | <input type="checkbox"/> Micro Warehouse | <input type="checkbox"/> Target |
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